

Southern New Jersey Council

Pow Wow

January 2001

Cub Scout Leader Survival Handbook

How to:

- Escape the boring den meeting
- Wrestle you Unit Commissioner
- Teach scouts skills you don't know
- Prepare your Webelos for Boy Scouts
- Tame your committee members

Pow wow Survivor's Guide 2001 Presenters

Webelo to Scout Transition	Paul Beckwith
Crafts	Tricia Bright
Leather Craft	Rob Carson
Games	George Kayser
Derby Day Ideas	Tom Rathman
Den Chief Training	Anne Manieri & Steve Stratton
Songs and Skits	Larry Young
Geologist	Pat Leth
Knots and Ropes	Bill Matteson
Committee Training	Garry Seibert & Frank Robertson
Scientist/Engineer	Rob Taylor
Ceremonies	Rich Nawoyski
Adopt a Scout	Rita & Dan Smith
Cooking	Melanie Druziako
Cub Camping	John & Susan Kammler
Lanyard	Chuck Benson

Staff

Gail Benson	Mike & Lynn Lowe	Kathie Parsons
Rusty Brady	Sue Nawoyski	Marie Snyder
Pat Leth		

Children are.....

Amazing, acknowledge them.

Believable, trust them.

Childlike, allow them.

Divine, honor them.

Energetic, nourish them.

Fallible, embrace them.

Gifts, treasure them.

Here Now, be with them.

Innocent, delight with them.

Joyful, appreciate them.

Hindhearted, learn from them.

Lovable, cherish them.

Magical, fly with them.

Noble, esteem them.

Open minded, respect them.

Precious, value them.

Questioners, encourage them.

Resourceful, support them.

Spontaneous, enjoy them.

Talented, believe in them.

Unique, affirm them.

Vulnerable, protect them.

Whole, recognize them.

Xtraspecial, celebrate them.

Yearning, notice them.

Zany, laugh with them.

Written by Meiji Stewart

97 WAYS TO SAY "VERY GOOD"

1. You're on the right track now!
2. You're doing a good job!
3. You did a lot of work today!
4. Now you've figured it out.
5. That's RIGHT!!!
6. Now you have the hang of it!
7. That's the way.
8. You're really going to town.
9. You're doing fine!
10. Now you have it.
11. Nice going.
12. That's coming along nicely.
13. That's great.
14. You did it that time!
15. GREAT!
16. FANTASTIC!
17. TERRIFIC!
18. Good for you!
19. You outdid yourself today!
20. GOOD WORK!
21. That's better.
22. EXCELLENT!
- That's a good (boy or girl).
- Good job, (name of student).
23. That's the best you have ever done.
24. Good going!
25. Keep it up!
26. That's really nice.
27. WOW!!!
28. Keep up the good work.
29. Much better!
30. That's very much better!
31. Good thinking.
32. Exactly right.
33. SUPER!
34. You make it look easy.
35. I've never seen anyone do it better.
36. You are doing that much better today.
37. Way to go!!!
38. Not bad.
39. Superb!
40. You're getting better everyday.
41. WONDERFUL!
42. I knew you could do it.
43. Keep working on it, you're getting better.
44. You're doing beautifully.
45. You're really working hard today.
- That's the way to do it.
46. Keep on trying!
47. THAT'S IT!!
48. Nothing can stop you now!
49. You've got it made.
50. You are very good at that.
51. You are learning fast.
52. I'm very proud of you.
53. You certainly did well today.
54. You've just about got it.
55. That's good.
56. I'm happy to see you working like that.
57. I'm proud of the way you worked today.
58. That's the right way to do it.
59. You are really learning a lot.
60. That's better than ever.
61. That's quite an improvement.
62. That kind of work makes me very happy.
63. MARVELOUS!!
64. Now you've figured it out.
65. PERFECT!
66. That's not half bad!
67. FINE!!!
68. You've got your brain in gear today.
69. That's it.
70. You figured that out fast.
71. You remembered!!
72. You're really improving.
73. I think you've got it now.
74. Well look at you go!
75. You've got that down pat.
76. TREMENDOUS!
77. OUTSTANDING!
78. I like that.
79. Couldn't have done it better myself.
80. Now that's what I call a fine job.
81. You did that very well.
82. Congratulations!
83. That was first class work.
84. Right on!
85. Sensational!
86. That's the best ever.
87. Good remembering!
88. You haven't missed a thing.
89. It's a pleasure to teach when you work like that.
90. You really make my job fun.
91. Congratulations.
92. You've just about mastered that!
93. One more time and you'll have it.
94. You must have been practicing.

LEADERS ARE LIKE. . . .

BAYER ASPIRIN: they work wonders.

COCA COLA: they are the real thing.

DIAL SOAP: they work around the clock.

SCOPE: they make you feel refreshed.

FORD: they have better ideas.

PEPSI: they have a lot to give.

PAN AM: they make the going great.

ALKA SELTZER: they cure the blahs.

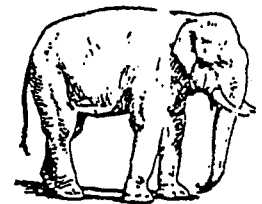
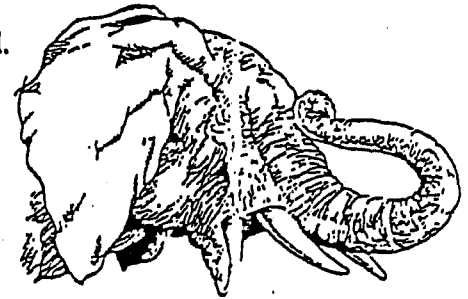
HALLMARK CARDS: they care enough
to give the very best.

WE APPRECIATE YOUR EFFORTS!

A WALK ON THE WILD SIDE
THE ABC'S OF BEING AN EFFECTIVE LEADER

CUB LEADER BASICS

- A - Attitude: Accent the positive. Attitudes determine effectiveness.
- B - Boys: Remember the program is for them.
- C - Communications: Help keep the lines open.
- D - Diplomacy: Be a diplomat. Always put your best foot forward.
- E - Effort: You'll get out as much as you put in.
- F - Flexibility: To be able to change and adapt.
- G - Guide: Guide, but don't force.
- H - Harmony: You can help maintain this in your pack.
- I - Interest: Keep interest high by KISMIF. (Keep It Simple, Make It Fun.)
- J - Joy: Spread it. Pass it on.
- K - Knowledge: Cub Scouts depend on you for this. Stay informed.
- L - Listen: With understanding.
- M - Morale: Keep your spirits high.
- N - Nobody: Is a nobody in Cub Scouting.
- O - Organized: Set goals and reach them.
- P - Problems: There are none. Just look at them as unresolved opportunities.
- Q - Quandary: Keep yourself out of this state.
- R - Resourceful: Know where to get materials and ideas.
- S - Scout: Our goal is for every Bobcat to become an Eagle Scout.
- T - Training: Be sure to keep yourself up-to-date.
- U - Uniform: Promote the uniform and set a good example by wearing it.
- V - Volunteers: That's most of us in the Cub Scout program. Try to recruit others.
- W - Wisdom: This includes perseverance, tolerance and tact.
- X - Extra Special: Each Cub Scout is definitely that.
- Y - Year: Cub Scouting is year-round. Plan your program that way.
- Z - Zest: Perform your job with it.



Ceremonies

GRADUATION CEREMONY FOR BOYS TO THEIR NEXT RANK.

EQUIPMENT: Tiger Cubs to Wolf- four candles, three in back one in front.
Wolf to Bear - blue, white, and yellow candles
Bear to Webelos - a door way
all boys should have next rank neckerchief and slide (put name on a piece of tape on back of old and new neckerchief)

TIGER CUBS TO WOLF:

Will the following Tiger Cubs and their parents please come forward. (read names)
For the past few months you and your family have explored all sorts of new and exciting things and places. You have taken each part of the Tiger Cub motto: Search, Discover, and Share and used it in your home, school and neighborhood. (light left candle) you and your adult partner have searched out in your home and community new activities which have shown you how people work together and have fun together.

(light middle candle) You and your adult partner have discovered that by doing things together with friends and family you feel a sense of being part of a great family, community and country. (light right candle) The things you have searched out and discovered have been shared with your family, friends and fellow Tiger Cubs, which let them learn about you and the things you saw and did. Now it is time to move along the Scouting trail to the next part of the program.

(light front candle) In Cub Scouting your family is still important as it is throughout your whole scouting experience. Support in earning each badge comes from your family as well as from your Den Leader. Your parents will help you each step of the way. (read boys and parents names) On behalf of Pack ____, I'd like to welcome you. Parents place the Cub Scout Wolf neckerchief around your son's neck. You are no longer a Tiger Cub you are a Wolf Cub of Pack ____.

WOLF TO BEAR

(blue/white/yellow candles) This is the spirit of scouting. (light white candle) The blue candle represents truth/loyalty. The sky so blue, steadfastness and spirituality (light blue candle) The gold candle represents good cheer and happiness and sunlight so clear (light yellow candle) Will all Wolf Cubs that are moving up to Bear Cubs please join me to the right of the candles. Will all the parents of those Wolf Cubs come forward and stand to the left of the candles.

WOLF TO BEAR CON'T

As each Wolf's name is called Cub and parents please step forward in front of the candles. Parents then take off you son's yellow neckerchief and replace it with the blue Bear neckerchief. (call names Wolf Cub ---- after blue neckerchief call Bear Cub ---- and parents please step back.)

BEAR TO WEBELOS

Will all the den leaders with Bear Cubs going on to Webelos please escort these Bears and join me this side of the door way to Webelos adventure. Tonight we have some Bear Cubs who have graduated the third grade and will be joining our Webelos Den to prepare them for the adventure of Boy Scouting. Will the Bear Cub parents and the Webelos Leaders please come forward and stand to the left of the door way to adventure. When a boy becomes a Cub Scout he starts on an upward trail. I say "upward" because as he grows older he advances in Cub Scouting.

He does not join a Cub Pack and then waits idly for four years until he becomes a Boy Scout. With the help of his parents and leaders he works and earns the various badges of achievement. Now you can see that these Cub Scouts are on the upward trail. Now that these Cubs are old enough they are moving forward and upward into another phase of Cub Scouting ---- They are becoming Webelos Scouts. My congratulations to you Cub Scouts and your parents for the fine work that you have done in Cub Scouting so far --- Keep up the good work as Webelos.

(Den Leader explain to boys - how they will remove their neckerchief and slid and send them though the door. Webelos Leader explain to parents how they will place their Webelos neckerchief and slid on their son) (Each Den Leader will escort their advancing Cub Scouts one at a time to the door to adventure. Remove their blue neckerchief. Salute them and let them go through the door as you call out their name. Their Webelos Leader will receive them presented them with their Webelos colors. Their parents will present them with their new neckerchiefs and slide.

ARROW OF LIGHT/BRIDGING CEREMONY

Materials: Ceremony table with AOL awards and pins; AOL ceremonial board with 4 candles (blue, yellow, green, white); tom-tom; spotlight; poster paints (blue, yellow, green, white); crossover bridge; large AOL sign (made of wood or cardboard) with string for each recipient; handbook and neckerchief for each recipient.

Participants: Cubmaster, Assistant Cubmaster, Webelos Den Leader, Scoutmaster, Webelos Den Chief, AOL recipients and their parents

Arrangement:

At the opening of the ceremony, only the white candle is lit; Cubmaster and Assistant Cubmaster are at front of room; Webelos Den Chief is at back of room with recipients, who are blindfolded; Webelos leader is on one side of room, parents on other side. Scoutmaster waits on other side of bridge. Throughout the ceremony, a tom-tom drum is beaten, slowly.

When the tom-tom starts, the Den Chief leads the blindfolded recipients from the back of the room to the Webelos Den Leader (in arm-to-shoulder "link up"), who then leads them to their parents. The parents then lead them (individually) to the ceremony table.

CUBMASTER: *(while the Scouts are being guided to the table)*

As a Cub Scout, you have been guided through the Cub Scout Trail with the help of many Akelas. Soon when you become a Boy Scout, you will find that, while there are still many people willing to help, you take on more and more responsibility for blazing your own trail to Eagle.

(Assistant Cubmaster removes blindfolds when the Scouts arrive at the front of the table.)

(Names of AOL recipients), you have been called before the Pack because you have satisfied the requirements for Cub Scouting's highest rank--the Arrow of Light.

(Assistant Cubmaster lights blue candle as the Cubmaster reads.)

The first band of color is to remind you of the lessons you learned as a Cub Scout. Blue represents the spirit of Cub Scouting--the spirit of giving goodwill and doing your best. Do you promise to fulfill the Cub Scout Promise and the Cub scout motto, Do Your Best, when you receive the Arrow of Light badge?

(Webelos Scouts answer, "We do;" Webelos Leader applies a streak of blue paint to each recipient's face)

(Assistant Cubmaster lights white candle as the Cubmaster reads.)

CUBMASTER: The second band of color, white, represents the ideals of Scouting, as embodied by the Scout Law. Even though youth and adult leaders will cheerfully show you the skills you need, it will be to you to live up to the 12 points of the Scout Law. Daily you will be faced with decisions and, at times, the trail will seem most difficult to follow. Make your choices by always remembering the Scout Law. In all you do, do you promise to be forever Trustworthy, Loyal, Helpful, Friendly, Courteous, Kind, Obedient, Cheerful, Thrifty, Brave, Clean and Reverent?

(Webelos answer, "We do;" Webelos Leader applies a streak of white paint to each recipient's face.)

(Assistant Cubmaster lights the yellow candle as the Cubmaster reads.)

CUBMASTER: The third band of color, and the yellow candle, stand for the Arrow of Light. Within the tepees of many braves, the Arrow of Light has an honored place. Its shaft is straight and narrow--just as is the path that you Scouts should follow throughout your life. Its tip points the way--the way to success in all that you do. It is pointing to the right--a symbol that nothing should be left undone; if it is within your power to do it, see that it is done. And lastly, this is the symbol of the seven rays of the sun, one for each day of the week. This is to remind you that every day is a new day--a day to Do Your Best in everything... a day to honor your God and your country, to do your good turn... a new chance to follow the Scout Law and to remember these words: On My Honor.

(Webelos Den Leader places the wooden Arrows of Light over each recipient's head as the Assistant Cubmaster reads.)

ASSISTANT CUBMASTER: Just as each boy has blazed his own trail toward the Arrow of Light award, they each have crafted their own Arrow of Light to help them remember their promise to keep the Spirit of Cub Scouting alive. Do you promise to let its light shine forth from you, to set an example for others to follow in your footsteps, to set your eye on the Eagle and never waiver?

(Webelos reply, "We promise;" Webelos Leader applies a streak of yellow paint.)

ASSISTANT CUBMASTER: Then I, Akela, have the distinct honor to say to you: You are now full-fledged Arrow of Light holders!

(Cubmaster hands the parents the Arrow of Light awards and asks them to pin them upon the boys.)

ASSISTANT CUBMASTER: Next, we ask the Webelos to pin upon their mom or dad a miniature Arrow of Light and to give them a big hug to thank them for all their help.

WEBELOS LEADER: You may wear the awards on your Scout uniforms, centered below the left shirt pocket. It is a great honor for me to greet you as winners of the Arrow of Light award. *(All leaders shake hands with the recipients.)*

CUBMASTER: The last candle, and the last band of color, is green. It symbolizes the beginning of your path toward Eagle as a Boy Scout. As your Den Leader applies the paint to each of you *(Webelos leader paints green streak on each recipient)*, I ask that *(Scoutmaster's name)*, Scoutmaster of Troop , come forward and light the Green Candle to start you on your way as boy Scouts. *(Scoutmaster crosses bridge and lights candle.)*

 (Scoutmaster) will now lead you across the bridge that connects Cub Scouting with Boy Scouting, where the members of your new troop will be waiting to greet you and present you with the handbooks and neckerchiefs you already have earned through your diligence this past year. Good luck to all of you as you begin your journey along the Trail of the Eagle.

CEREMONIES

WEBELOS BRIDGE CEREMONY

Have a bridge or a pathway set up for the "crossover".

CUBMASTER:

On July 20, 1969, an American did something which men throughout history have wanted to do. On that date, Neil Armstrong stood on the surface of the moon. His first words were, "That's one small step for a man, one giant leap for mankind." Neil Armstrong was able to be the first man on the moon because of a series of small steps taken not only by him but by countless other persons.

Today, we are privileged to witness some boys take one of those "small steps" that makes great men and events possible. Today, we are honored to witness _____ (#) boys graduate from Cub Scouting into Scouting. Will the following boys and their parents please join me.....

Parents, you and these boys have taken many small steps that Neil Armstrong spoke of in order to be here today. From Bobcat, through Wolf and Bear, and on to the Arrow of Light, you have full filled the Cub Scout Motto: "Do your best."

Now, you are 11 years old and are ready to become a Boy Scout. _____, our Committee Chairman, will now present you with your graduation certificates.

COMMITTEE CHAIRMAN: Parents and boys, we have enjoyed and benefitted from your membership in our pack. Though we regret losing you, we are certain that you will be valuable additions to Troop _____ (#). Now will you please remove your Webelos Neckerchiefs. Boys, congratulations. (Cub Scout handshake). And now will you and your parents take that next small step up onto the bridge that shall carry you on to another world, another planet, the world of Boy Scouting. Mr. _____ (scoutmaster) Pack _____ proudly presents you with your newest Scouts.

(Boys and parents cross the bridge and will be addressed by the Scoutmaster).

The Scoutmaster will then talk briefly to the boys about where these small steps for mankind will lead to a giant leap. He will then present them with neckerchief and induct them into the Boy Scout troop.

Scouting Is Ceremony

Cubs stand in line and recite:

- 1st Cub: As we prepare to join together in a banquet to celebrate the birthday of scouting, it is important to remember why we chose to join the scouting movement.
- 2nd Cub: Scouting is a program for young men and boys which is much bigger than just the people who are scouts. When we join together, we are able to do more and be more than just ourselves.
- 3rd Cub: Scouting is a sea of blue and gold uniforms. Scouting is a shirt full of patches. Scouting is a new tie slide that you made yourself.
- 4th Cub: Scouting is a new pocket knife and bandaged finger. Scouting is a picnic and a sack lunch. Scouting is putting the worm on the hook by yourself.
- 5th Cub: Scouting is a hike in the park. Scouting is learning a new game. Scouting is picking sides and being chosen first.
- 6th Cub: Scouting is all of these things and many more. To each of us it is a different experience. Most importantly, scouting is caring parents and leaders who bring scouting to us each and every week.
- All: Scouting is the Blue and Gold we celebrate here tonight. May we be grateful for past good fortune and future opportunities.

ADVANCEMENT

Wrap all awards in blue and gold paper and ribbon. Put in three stacks on table out in front.

Tonight being scouting's _____ birthday party, it's time to give presents so we won't be tardy.

Our first presents go to cubs that are new.

So we would like to award Bobcat badges to these few.

(Read names and give each a "birthday gift.")

To celebrate their efforts and time

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

(Read names and give each his "gift.")

Our last group of Cubs to be recognized tonight, richly deserve this gift by

ARROW OF LIGHT CEREMONY

Staging: Arrow of Light Ceremonial Board with seven candles. Parents bring gold arrow with them when they are called up.

Cubmaster: Will the following Webelos Scouts and their parents please come forward, _____.

The arrow you have brought with you tonight is now part of your Scouting experience. It represents the straight and narrow path with its many tasks and challenges to your final Cub Scouting goal, the Arrow of Light.

Asst. Cubmaster: While working towards the Arrow of Light this symbolic arrow was there to remind you of your goal. Now that your goal is accomplished it represents not the accomplishment but it is a symbol of the stride, determination and challenges that were met along the way.

Cubmaster: (Pointing to the Arrow of Light Ceremonial Board) "Webelos Scouts, the emblem you see before you represents the Arrow of Light award." "You have completed the four ranks of Cub Scouting - Bobcat, Wolf, Bear, and Webelos - and now have successfully completed the requirements for the Arrow of Light Award. This is the highest rank in Cub Scouting."

Asst. Cubmaster: "The seven candles represent the rays in the Arrow of Light. As they are lighted now, you will hear how they stand for the seven great virtues of life.

(Cubmaster and Asst. Cubmaster take turns)

1. WISDOM - Wisdom does not necessarily mean superior knowledge. It means putting to the right use the knowledge that one possesses.
2. COURAGE - Courage is not the quality that enables men to meet danger without fear, it is being able to meet danger in spite of one's fear.
3. SELF CONTROL - Self control isn't limited to the control of one's temper, but control of one's self in all things; eating, playing, and even working and talking.
4. JUSTICE - Justice is the practice of dealing fairly with others without prejudice or regard to race, color, or creed.
5. FAITH - Faith is the conviction that something unproved by Physical evidence is true. One 8 year old Cub Scout said faith was when you turned the light switch - - you knew the light would go on.

ARROW OF LIGHT CEREMONY CON'T

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

7. LOVE - There are many kinds of Love - Love of family, Love of home, Love of fellowman, Love of God, and Love of country. All these Loves are necessary for a full life.

Asst. Cubmaster: If you live by the seven great virtues you will become a happy man, and a happy man is a successful man.

Cubmaster: It is now my pleasure to present you and your parents with your Arrow of Light Award.

Wear this proudly as this is the only Cub Scout rank you will be allowed to wear on your boy Scout uniform. You may also wear it on your uniform if you become an adult Scout leader someday.

"CONGRATULATIONS!"

Opening Ceremony:

Six Cub Scouts are on stage, looking around.

CUB #1: What's that up in the sky--a dragon, a plane, a cloud?

CUB #2: I've seen lots of bugs, but never one like this, have you?

CUB #3: That's a pretty bird up in that tall tree; I wish I knew what kind it was.

CUB #4: I wonder if we could play ball or maybe even have a picnic out here.

CUB #5: Let's ask our den leader or our parents. I'm sure they'll let us.

CUB #6: Boy, you guys have really opened my eyes to all the fun we can have in the great outdoors.

ALL 6: Please stand and join us for the Pledge of Allegiance.

Advancement Ceremony:

Setting: Cardboard trees and bushes in the background. Several boys and adults dressed in casual clothes mill around, stand, then walk off.

Personnel: Cubmaster, Assistant Cubmaster

CM: Did you see all those people hanging around the park?

Asst CM: Yes. I wonder what they were doing?

CM: I don't know who they were, but I know they were swimming, playing, cooking, resting and, above all, having fun!

Asst CM: Wow, I didn't know that you could do all that in the park!

CM: You know, enjoying the great outdoors may mean different things to different people.

Asst CM: A young Bobcat starting his Cub Scouting adventure may be like a young seed just starting to grow. To him, the great outdoors may be just the property surrounding his house.

CM: His fun may be a swing set, a family barbecue, or playing catch with Dad. We have several Cub Scouts who have earned the Bobcat rank.

Asst CM: Will the following boys and their parents please join us in the great outdoors? *(Read names of those receiving Bobcat badges.)*

CM: These Cubs, like a plant seed, have just started. Parents, I give you the Bobcat badge to present to your sons. *(Have Bobcats be seated.)* A young Wolf has gone beyond the Bobcat, like the seedling becoming a tree. His great outdoors extends into his neighborhood.

Asst CM: His fun could be bicycle riding, soccer games, or visiting friends. We have several Cub Scouts tonight that have earned the Wolf Badge, the second rank in Cub Scouting. Will the following boys and their parents come into the great outdoors? *(Read names)*

CM: A Wolf Cub has accomplished more than the Bobcat. His experiences, skills and knowledge have begun to extend beyond his home. Parents, please present these Wolf Badges to your sons *(Wolfs take seats.)*

Asst CM: The Bear Scout, the third rank of Cub Scouting, has continued up the Scouting trail beyond the Wolf. He has become strong and straight as a young tree, not fully grown yet, but on his way his backyard extends beyond his neighborhood into the town and country.

CM: His great outdoors could be fishing in a creek, a walk through town, or a visit to a local park or zoo. We have several Cub Scouts who have met the challenges of the Bear and will receive their awards tonight.

Asst CM: Will the following Cub Scouts and their parents join us? *(Read names)*

CM: The Bear has matured and endured the challenges of the Cub Scout trail. His experiences and knowledge are nearly complete. His backyard is beyond his neighborhood. Parents, please present these badges to your sons. *(Bears are seated)*

Asst CM: The Webelos Scout is coming to the end of the Cub Scout trail. He is a fully grown tree in the Cub Scout forest. He stands straight and tall.

CM: His great outdoors extends up and down the highways. His activities may include boating on lake, hiking in the woods and camping overnight. We have several Cub Scouts here tonight who have met the Webelos challenges.

Asst CM: Will the following boys and their parents join us in the great outdoors? *(Read names)*

CM: The Webelos Scouts have almost completed the Cub Scout trail. They are knowledgeable, skillful and confident. Their great outdoors is almost limitless. Parents, please present these badges to your sons.

BOTH: Please join us in congratulating these fine young Cub Scouts.

Closing Thought *(read by Cubmaster):*

This is a little story about four people named Everybody, Somebody, Anybody and Nobody. There was an important job to be done, and Everybody was sure that Somebody would do it. Anybody could have done it, but Nobody did it. Somebody got angry about that, because it was Everybody's job. Everybody thought Anybody could do it, but Nobody realized that Everybody wouldn't do it. It ended up that Everybody blamed Somebody when Nobody did what Anybody could have done! So, the next time Somebody asks you to do something, just remember Anybody can do it, but Nobody will if you don't.

April 2000

"BUGS & THINGS"

OPENING

- 1st Cub: There are flies and fleas, ticks and chiggers.
2nd Cub: There are mosquitoes, ants and scorpions.
3rd Cub: There are spiders, crickets, cockroaches and more.
4th Cub: And they are all creatures of this great earth.
5th Cub: Believe it or not, they were all put here as part of God's great plan.
6th Cub: And Mom and Dad, there are days when you think that we are all as big a pest as they.
All Say: So tonight we ask that you think of us as part of that Godly plan and love us all.

CLOSING

- Personnel: Leader in uniform, song leader
Equipment: U. S. Flag, copy of Outdoor Code for each Scout and parent
Arrangement: Leader emphasizes the importance of right attitudes toward the natural resources of our country. Leader then uses the Outdoor code as a responsive reading, with the Pack giving the response. All sing "God Bless America" as flag is held aloft.
Leader: As an American, I will do my best to be clean in my outdoor manners - -
Pack: 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.
Leader: Be careful with fire - -
Pack: I will prevent wildfires. I will build my fire in a safe place and be sure it is out before I leave.
Leader: Be considerate in the outdoors - -
Pack: I will treat public and private property with respect, I will remember that use of the outdoors is a privilege that I can lose by abuse.
Leader: Be conservation minded - -
Pack: I will learn how to practice good conservation of soil, waters, forests, minerals, grasslands and wildlife; and I will urge others to do the same. I will use sportsmanlike methods in all my outdoor activities:
Leader: Let use close by singing "God Bless America:.

March 2000
"Cub Grub"

Recipe for Life Opening

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

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

Cub Scout Stew Opening

Need: On stage is a large cardboard box made to look like a large pot. Boy in chef's hat is stirring the pot while reading from an over sized "recipe" card.

Nine other cub scouts are needed - each with a cardboard cutout of a "Cub Scout" to put into the pot as the recipe calls for.

CHEF: (Pretend to taste) Hmmmm, beginning to taste like a well rounded den to me.

BOY #1 (Enters and stands by the chef for the skit) Hey, what are you cooking up?

CHEF: A new recipe called "Cub Scout Stew".

BOY #1 Well, what goes in it?

CHEF: A fair helping of Cub Scouts that do their best. (In walks 3-4 boys, who put their "scouts" into the pot.)

CHEF: A sense of humor. (In walks boy with his Cub Scout and puts it in pot.)

CHEF: A pinch of "wanting to please" (In walks boy with his Cub Scout and puts it in the pot.)

CHEF: A dash of mischief. (In walks boy with his Cub Scout and puts it in pot.)

CHEF: A bit of obedience. (In walks boy with his Cub Scout and puts it in pot.)

CHEF: A bundle of sunshine. (In walks boy with his Cub Scout and puts it in pot.)

CHEF: A ton of energy. (In walks boy with his Cub Scout and puts it in pot.)

CHEF: (Reading from the card) Stir well and you have Cub Scout Stew. (All the boys gather round as the Chef pretends to taste it.) Tastes like dirty blue jeans to me!

February 2000
"Turn Back the Clock"

Opening Ceremony

- Arrangement: Seven cubs line up across stage holding up posters as indicated. Each says his line pausing a moment after the CUB SCOUTING IS
- FIRST CUB: (Holds up poster of Bobcat badge.)
Let's celebrate Cub Scouting. Cub Scouting is
That new bobcat who the cub scout promise makes.
- SECOND CUB: (Holds up poster of Wolf badge.)
Cub Scouting is
That wolf cub who with his first achievement undertakes.
- THIRD CUB: (Holds up poster of Bear badge.)
Cub Scouting is
That older bear cub who can tackle much more.
- FOURTH CUB: (Holds up poster with Webelos emblem on it.)
Cub Scouting is
That Webelos scout who's running up a fine activity badge score.
- FIFTH CUB: (Holds up poster with word FUN on it.)
Cub Scouting is
All that plus much more too, giving us the reason that we're here to do.
- SIXTH CUB: (Holds up poster with picture of a Cub Scout.)
Cub Scouting is
That boy clad in gold and blue, making this meeting important to me and to you.
- SEVENTH CUB: (Holds up some type of patriotic poster.)
Cub Scouting is
Being a good citizen you see, so won't you now pledge allegiance to our flag with me. (This cub leads audience in the pledge of allegiance.)

Magic Candle Opening

Need: One magic candle - drill 1/4" holes every two inches down opposite sides of a white candle. Place scraps of blue and gold crayon in the holes. Melt paraffin and whip with egg beater. Cover the candle with the whipped paraffin to give the candle a rough decoration.

- 1st Cub: We will open the Blue and Gold banquet by lighting this candle. Most candles are nothing but wax and string. This is a special candle because in it we have mixed the colors of the Blue and Gold of Cub Scouting to help us celebrate.
- 2nd Cub: The white represents a well-planned Cub Scout program.
- 3rd Cub: The blue represents the boys - full of fun, mischief, and curiosity.
- 4th Cub: The gold represents the well trained leaders - helpful and interested in the boys.
- 5th Cub: The flame which draws from all three represents the spirit of Cub Scouting.

Interpretation of the Cub Scout Promise

Need: Each Cub Scout holding a sign with his part of the Cub Scout Promise on it.

- | | |
|-----------------------------|---|
| I, _____ PROMISE | A promise is a solemn vow, where your good reputation is at stake. |
| TO DO MY BEST | Your best is giving all you've got when you have something to do - and working on it with all your and all your strength and devotion. |
| TO GOD AND MY COUNTRY | First, duty to God. Fulfill your religious responsibilities and uphold your religious beliefs. Second, duty to country. I know you've been told how lucky you are to live in a free country and I hope you are aware of what freedom means. Try to be a good citizen. |
| TO HELP OTHER PEOPLE | To help - it doesn't say how much. It could mean saving a life or changing a tire or carrying a bag of groceries. To help other people - not just your own family. The best time to help is when you have to go out of your way to do it. |
| TO OBEY THE LAW OF THE PACK | So that we all remember just what this law includes, will you please stand and repeat it with me? |

December 1999
"Holiday Magic"

"Let's Celebrate" Opening Ceremony

Need: Cubmaster and three Cubs

Yule log with three candles inserted, a fourth candle for a lighter

CM: With all the festivities of this busy holiday season, the Cubs of Den #_____ want to light our Yule log that will burn throughout our meeting tonight, and offer to you their holiday wishes.

- #1: (Light candle) "This wish is for all of your dreams to come true."
#2: (Light candle) "This wish is for peace for all the children of the world."
#3: (Light candle) "This wish is for a year where everything goes well for those we hold dear."

Greeting Opening Ceremony

Need: Nine large greeting cards, each with one letter of "greetings" printed on it.

Nine Cub Scouts

Cub Scouts line up in proper order to spell "GREETINGS" but hold their cards with the blank sides facing the audience. Ask the audience to follow the Cub Scouts' directions as they speak. In turn, the Cub Scouts turn their letters to face the audience while speaking their lines.

G - "Glad to see you here tonight."

R - "Reach out your hand to a friend, left or right."

E - "Everyone smile and shake that hand."

E - "Everybody smile and nod at another friend."

T - "Together now, stand on your feet."

I - "I'd like for you to take your seat."

N - "Now that we're all friends, let's start the show."

G - "Goodwill is a feeling we all like to know."

S - "So now, Cubmaster _____ our program's begun."
(Cub motions for cubmaster to come up on stage.)

HOLIDAY GIFT ADVANCEMENT CEREMONY

equipment: All awards have been individually wrapped in blue and gold paper (or holiday paper) and ribbon as Holiday gifts. They are set in the front of the room and three stacks on table.

CUBMASTER: Tonight we celebrate a season of giving good will and gifts to each other. Now let us give some presents to Cubs to have tried their best.

Our first presents go to the Cubs that are new
So we would like to award Bobcat to these few.
(Read names and give each a "present")

To celebrate their efforts and time
We'd like to award Wolf badges to these Cubs combined.
(Read names and give each a "present")

Our last group of Cubs to be recognised tonight richly deserve this gift by right.
The Bear badges they've earned take time and attention, and work on their part too numerous to mention.
(Read names and give each a "present")

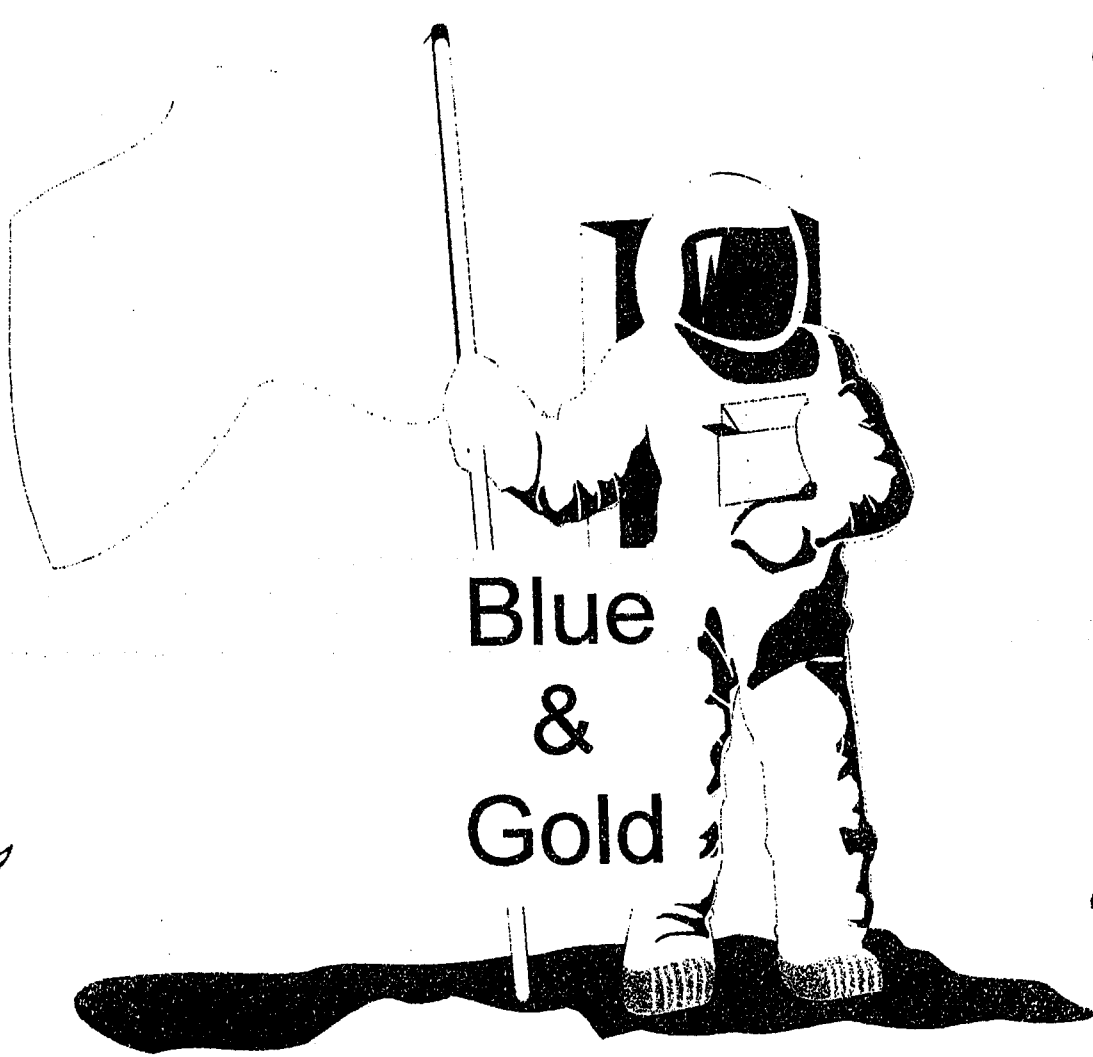
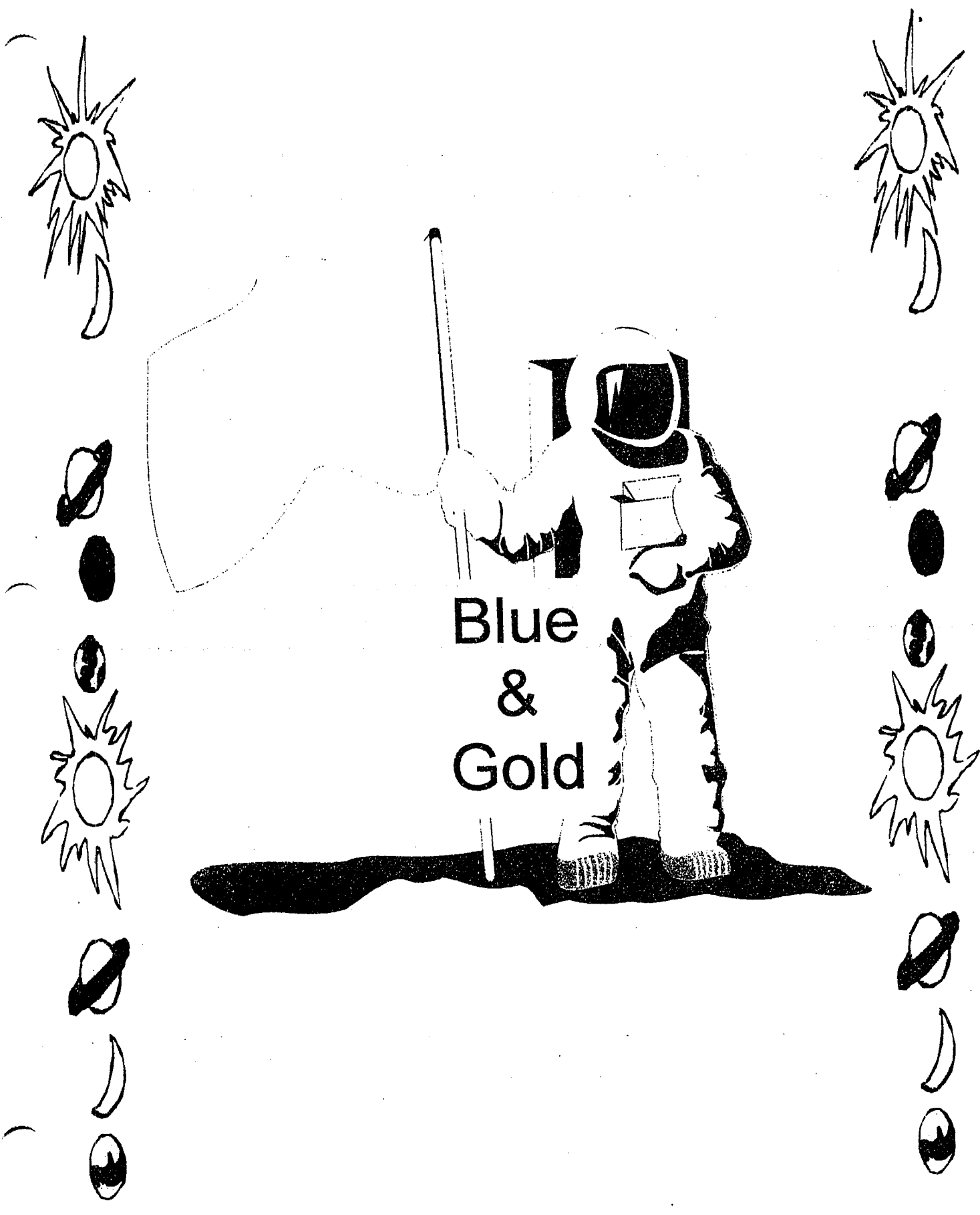
(After names have been read and gifts given, present Webelos badges in much the same fashion and then give the closing thought below.

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

OTHER ADVANCEMENT CEREMONY IDEAS

Make a large Holiday book using an old wallpaper sample book. Cover the book with blue and gold paper. Fasten the awards on the left hand page and opposite each award, write the statement to be read as award is presented.

Have Santa Claus present to the Cubmaster a package wrapped in Blue and Gold paper, containing all of the awards. After awards presentations, have same type of package delivered to the Chartered Organization Representative containing thank you certificates for all leaders.



Blue
&
Gold

BLUE AND GOLD BANQUET

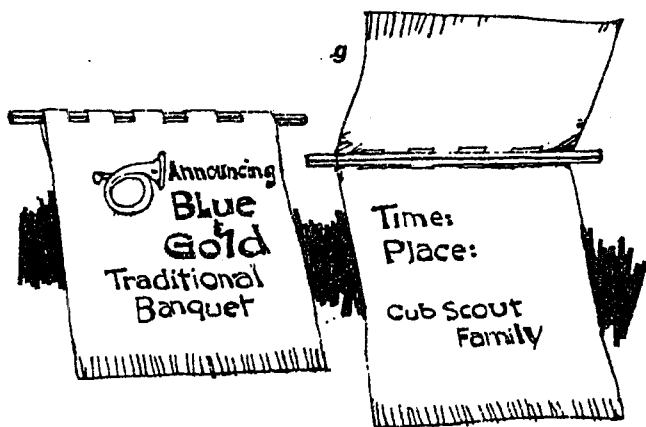
The Blue and Gold Banquet is probably the most exciting event of the whole year because it is a birthday party for Cub Scouting in which all pack families can participate. The banquet is held in February, the anniversary month of the Boy Scouts of America. The Boy Scouts were organized in February of 1910, and the Cub Scouts were organized 20 years later in 1930. This year Cub Scouts are celebrating their 66th birthday. Lord Baden-Powell, the founder of Scouting, was born on February 22, 1857. The pack's big celebration is named for the Cub Scout colors, blue and gold.

Some packs celebrate with a big dinner. This can be a potluck affair, with each family bringing food, or many packs prefer buying the food and having it prepared by a committee, and still other packs prefer having the dinner catered. The plan of feeding is secondary in importance to the Cub Scouting that takes place during whatever planning and preparation occur. Dens should sit together so that den spirit and family relationships are strengthened. Guests may be invited and are seated either at the head table or with the dens.

The dinner program should include entertainment from within the pack, but outside entertainment may also be desired. It is very important that advancement is recognized during the program, as well as the contribution of adult leaders.

IMPORTANT THINGS TO REMEMBER

1. Be sure that pack leaders, boys and parents know that the Blue and Gold Banquet is Cub Scouting's birthday.
2. Begin planning at least two months in advance. Some packs begin to plan at the beginning of their Scouting year.
3. KISMIF- in other words, "Keep It Simple, Make It Fun." (It often seems that this is the Cub Scout Motto!)
4. Involve leaders and parents. Sharing responsibilities make it easier and fun for everyone.
5. Let the boys help plan and make the decorations.



INVITATIONS. Cut blue or gold construction paper in 4x10-inch pieces and fold in half. Notch top and glue on dowel to make double banner. Make drawings and lettering with marking pens. Cut fringe in bottom.

CUB SCOUT FAVOR. Use yellow cellophane-wrapped lollipop. Cut cap and neckerchief from construction paper and draw markings with crayon or marking pen. Use clay or wood block for base.



BANQUET PLANNING

To be successful, the banquet must be planned well in advance. A banquet chairman is appointed by the pack committee and that person recruits helpers to carry out the responsibilities listed on the following pages. Try to involve as many people as possible, and avoid giving Den Leaders too many additional responsibilities because they will be working with their dens. The banquet often takes the place of the February pack meeting, although it is not necessarily held on the regular meeting night.

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

- I. Physical Arrangements Committee
 - A. Secure adequate room for banquet and exhibits.
 1. Fellowship halls in churches
 2. School cafeterias
 3. Banquet rooms in hotels or restaurants
 - B. Check seating capacity and develop seating plan
 1. Head table? Who will sit there?
 2. Layout plan for seating: square, U-shape, parallel tables, fan-shaped facing stage
 - C. Check restroom facilities and cloakroom
 - D. Inquire about kitchen availability
 - E. Check on rental fees, if any
 - F. Secure permission to use special items: speakers rostrum, P.A. system
 - G. Set up (or arrange set up) tables and chairs
 1. Check on need to work with custodian on setting up
 2. Informs dens when they can decorate
 - H. Arranges for clean-up committee
- II. Dinner Committee
 - A. Suggest meal plan (based on pack funds)
 1. Catered dinner
 - a. Does it include plates, cups, napkins, silver?
 - b. Drinks
 - c. Time of food delivery
 - d. Payment arrangements
 2. Potluck
 - a. Determine serving needs
 - 1) Kitchen utensils
 - 2) Large containers for cold drinks
 - 3) Number of coffee pots
 - 4) Serving dishes needed
 - b. Organize food contributions
 - B. Promote attendance
 1. Dens report on families
 2. Invitations to honored guests
 - C. Plan and set up serving line
 - D. Plan to have cake or cupcakes. This is Scouting's birthday.
 - E. Clean up
 - F. Thank you notes afterwards

III. Program Committee

- A. Recruits one person for each item on the program
- B. Works with advancement chairman for what is needed on advancement
- C. Suggests the format of the program, including invocation, welcome and introduction of guests, ceremonies, recognition of leaders, parents, and boys,
- D. Entertainment (See special section)

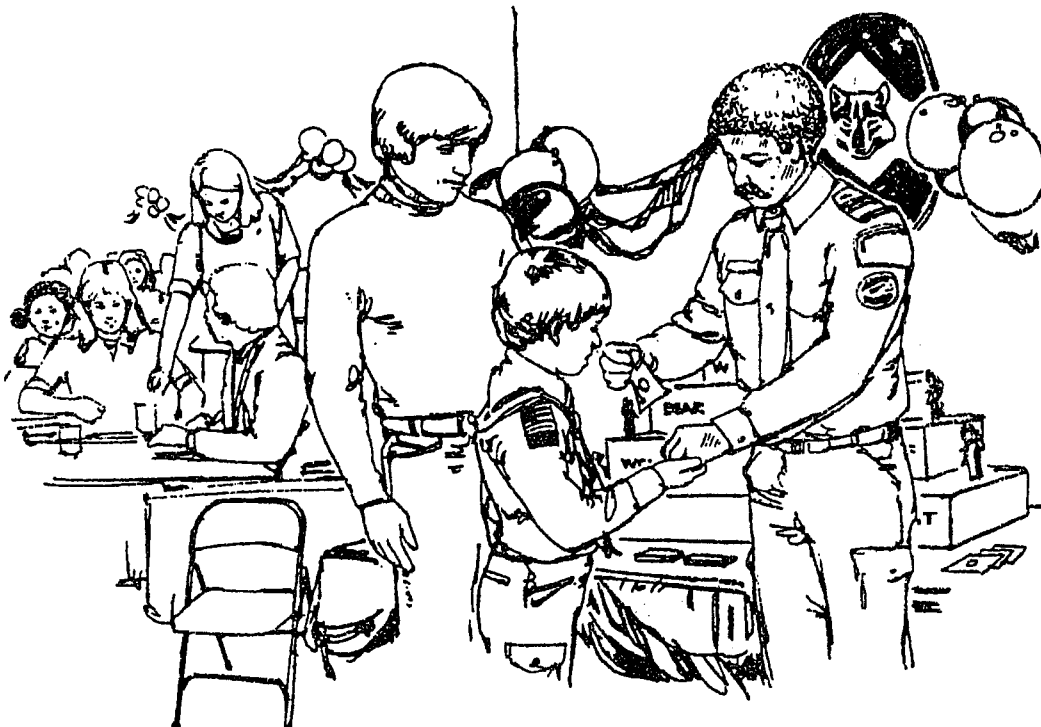
IV. Decorations Committee

- A. Use a theme for a guideline.
- B. Room decorations
- C. Table decorations, generally the responsibility of each den, which may include centerpieces, nutcups, placemats, placecards, napkin rings, mothers' corsages
- D. Exhibits

V. Publicity Committee

- A. Inform all pack families of date, time, place, and cost.
- B. Invitations to honored guests
 - 1. Head of chartering organization
 - 2. School principal
 - 3. Chartering Organization representative
 - 4. Scoutmaster
 - 5. District Executive and/or Commissioner(s)
 - 6. Den Chiefs
- C. Follow-up to see how many guests plan to attend and coordinate numbers with other committees
- D. On banquet night, meet guests at the door, furnish name tags if desired, and help them find their seats

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



TYPES OF BANQUETS

The word "banquet" suggests a lovely meal so plan carefully. Keep the meal cost as low as possible so that all families can participate. Choose the food plan that best suits the spirit and budget of your pack.

1. Potluck Plan

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

2. Food Committee Plan

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

3. Catered Plan

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

4. Restaurant Plan

- Decide on restaurant or cafeteria. Agree on menu and cost in writing.
- Reserve a private meeting room where program can be conducted.
- Accept reservations and estimate attendance. Let restaurant know how many to expect.
- Collect money prior to banquet.
- Plan to have birthday cake or cupcakes. This is a birthday party!

SAMPLE PROGRAM

Gathering period:

Have someone to greet the families and guests as they come in, give them name tags and direct them to their tables. Have an activity for early arrivers, and a plan to keep young children constructively occupied.

Opening ceremony:

Flag ceremony or opening to fit theme.

Invocation:

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

Dinner

Welcome and Introductions:

Recognize pack leaders and special guests.

Songs:

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

Skits, Stunts, Entertainment

Advancement Awards Ceremony

Recognition of Leaders

Announcement and Thanks

Closing Ceremony

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

BLUE AND GOLD ENTERTAINMENT

To create a successful Blue and Gold Banquet there must be pre-planning. Entertainment is one of the most important parts, whether this is pack participation or outside entertainment. Plans should be considered at least two months ahead of time.

Outside entertainment may cost very little and sometimes nothing. Some ask to be included in the meal or whatever is being served, so be sure there is extra food. Be sure and check for special arrangements that may be needed.

ENTERTAINMENT IDEAS

PACK DEVELOPED ENTERTAINMENT

1. Each den prepare a skit, song, stunt, or puppet show.
2. Parent and child talent show
3. Cubmaster and Den Leaders or committee persons prepare a skit using adults at the banquet.
4. Scout demonstrations (camp cooking, monkey bridge, skills)

OUTSIDE ENTERTAINMENT

1. Animal demonstrations by the county park associations, by the zoo, by the Police Canine group, by dog obedience schools.
2. Bicycle clubs
3. Clowns
4. Dance demonstrations: Dance schools in your area, square dancers, Haskell Institute (Indian), Indian dancers (local Scout Troops)
5. Karate demonstrations
6. Magic acts
7. Music - Cub Scouts from the pack, Fiddlers and other musical instruments, school and church choirs, adults and children's singing groups.
8. Sports (pro and amateurs)
9. Miscellaneous ideas - short play (local theater group), entertaining films (no home movies or slides), cartoon artist, police and fire department.

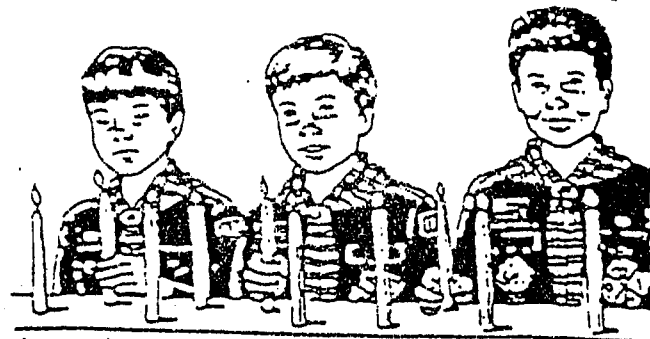
Ceremonies

FEBRUARY - Blue & Gold Traditions

BLUE AND GOLD OPENING

Personal : Assistant Cubmaster, 12 parents

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



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

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

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

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

ADVANCEMENT

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

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

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

Our first presents go to Cubs that are new.

So we would like to award Bobcat badges to these few.

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

To celebrate their efforts and time

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

(Read names and give each his "gift")

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

(Read names and give each Cub a gift)

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

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

BLUE AND GOLD CLOSING

MEANING OF THE BLUE AND GOLD

Staging: Lights are dimmed. Spotlight on pack flag.

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

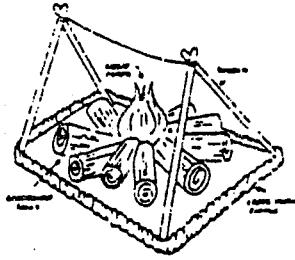
BLUE AND GOLD FLAG CEREMONY

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

CAMPFIRE CENTERPIECE

MATERIALS NEEDED:

- Cardboard rolls
- Brown paper
- Tape
- Fine-line marking pen
- Scissors



- Chicken wire
- Red and yellow crepe paper
- Box lid
- Small dowels
- String

Webelos Scouts will like this centerpiece because it reminds them of something they like to do camp.

INSTRUCTIONS:

1. Seal the ends of cardboard rolls with tape on brown paper. Cover the rolls with crumpled brown paper, using a fine - line marking pen to make markings resembling bark.
2. Flame is a chicken wire base covered with red and yellow crepe paper.
3. Campfire is assembled on a decorated box lid. Dowels, lashed together at the top are used for supports. You may wish to hang a miniature pot over the fire.
4. Napkin rings, place cards and favors can all be made in the shape of logs to match the centerpiece. Place mats could be a construction paper rectangle (about 12" x 16") with a cutout of a campfire glued on it.

OPTIONAL: Make tents to go around the fire or use as name tags.

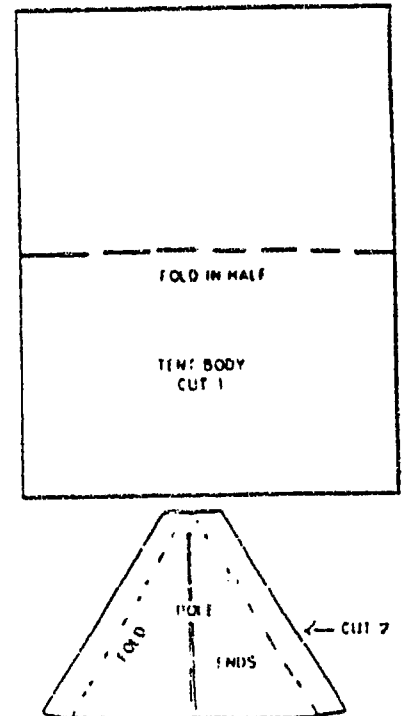
TENT NAME TAGS OR PLACE CARDS

MATERIALS NEEDED:

- Construction paper
- 2 flat toothpicks
- Glue
- Scissors

INSTRUCTIONS:

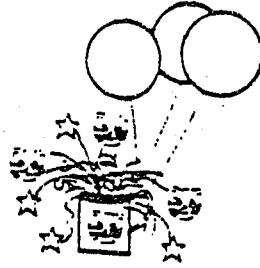
Using patterns cut one tent body and two tent ends. Fold tent body in half. Write name on tent body before folding. Fold side edges of tent ends back 3/8". Glue flat toothpick down center of ends for poles. You may have to shorten the toothpick. Cut a flap at only one end of tent. Tent may be enlarged if seting around campfire.



TIGER CUBS REACH FOR THE SKY CENTERPIECE

MATERIALS NEEDED:

- White or orange mug
- Orange helium filled balloons
- Gauge floral wire
- Metallic shredded package stuffing and colored cellophane
- Styrofoam size of inside mug
- Tiger Cub stickers or make your own
- Silver stars from aluminum foil
- Glue



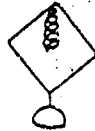
INSTRUCTIONS:

Place a piece of styrofoam, large enough to wedge down into the mug, on a sheet of colored cellophane wrap. Push all the way down. Add metallic shredded package stuffing. Stick tiger cubs and stars back to back on the end of 22 gauge floral wire. Cut wire to desired length and stick into styrofoam. Bend to suit. Tie 3 helium filled balloons to the mug handle. Use a mobile on each side of mug.

TIGER MOBILE

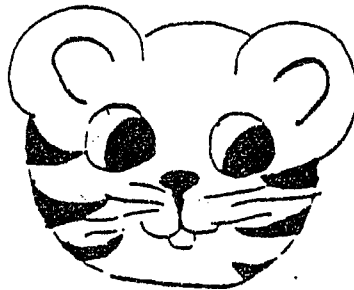
MATERIALS NEEDED:

- Jar lid
- Foam ball
- Paint
- Gauge floral wire or coat hanger
- Thread
- Construction paper
- Glue



INSTRUCTIONS:

For the base, invert a jar lid, about 3" across or (larger if necessary, if you increase size of mobile). Glue half of a 3" plastic foam ball inside the lid. Paint or leave natural.



CUB SCOUT HAT CORSAGES

Make a Cub Scout cap by cutting and shaping the cup section of an egg liner as shown. Paint cap blue and add yellow stripes and details with crayon or paint. Make a ruffle from strips of net or crepe paper, 1 1/2" wide, glue to circle of yellow construction paper 3 inches in diameter. Glue Cub Scout cap to center of ruffle and add a pin at back of circle. Or, use one-half of a small styrofoam ball for the cap, adding a construction paper bill on the hat.

CORSAGE OR BOUTONNIERE

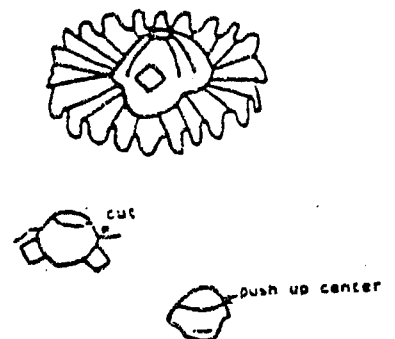
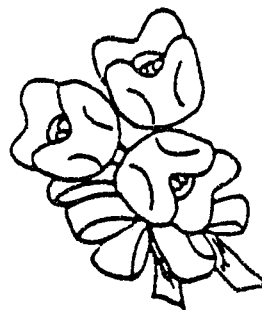
1. Cut a 3" wide strip from roll of crepe paper with pinking shears. Unfold and cut off 25" lengths.
2. Gather one piece together, holding it between thumb and fore-finger.
3. Twist while gathering.
4. Use florist wire to twist around middle. Fold pinked edges up to form flower.
5. If desired, add a name tag to flower, or a ribbon bow.

EGG CUP CORSAGES

Use colored egg cartons if available, otherwise use regular pulp cartons and paint with acrylic paints. Each flower is an egg cup with the sides cut into rounded petals. Knot the end of a gold pipe cleaner and insert the other end through the center of the flower. This makes the flower center and also the stem. Combine several flowers by twisting stems together and add a bow.

MOTHER'S CORSAGE

1. Cut 6 - 6" strands of both gold and blue curling ribbon.
2. Tear each strand 3 times to make narrower.
3. Tie together with two strands of curling ribbon which will later serve as bow, etc., for corsage.
4. Curl each strand individually and glue to blue fleur-de-lis that has been cut from construction paper.
5. Fleur-de-lis is the same size as the one used for the placemat and it is used to appear as the leaves for the corsage.



SLEEPING SCOUT PLACE MAT

MATERIALS NEEDED:

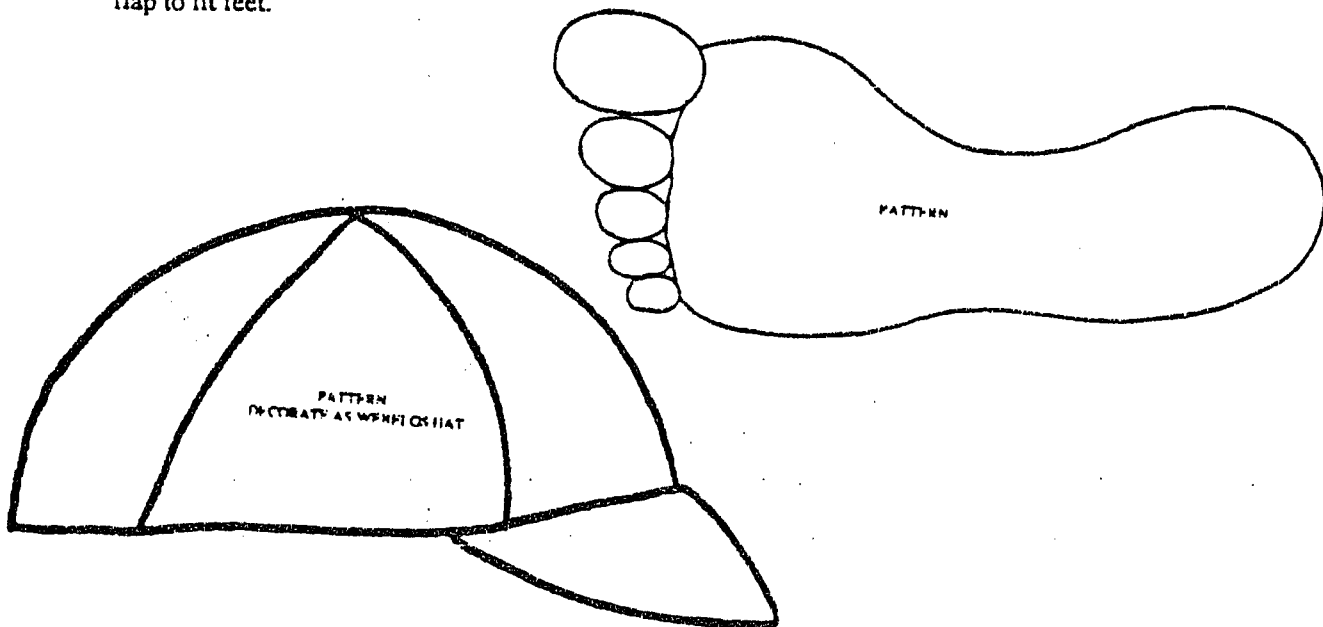
- Dark blue, light blue and gold construction paper
- Tag board
- Glue
- Scissors



SLEEPING SCOUT
PLACE MAT

INSTRUCTIONS:

1. Cut gold construction paper to 12" x 7". Round off corners.
2. Make a fold 2 3/4" up. Pleat fold up 3/4" (to dotted lines). Crease.
3. Glue only side where back of hat will be.
4. Glue to one end of blue construction paper cut 18" x 12". Round off corners.
5. Cut hat from dark blue and light blue construction paper.
6. Glue hat along side of the folded end gluing only the back of hat to allow hat bill to overlap the fold.
7. Cut feet from tag board. Be sure to reverse pattern for right/left foot.
8. Cut 2"x 3" rectangle from tag board. For in half along 3" length.
9. Glue feet to one flap. Glue other flap to back side of blanket so that feet stick up. You may want to trim flap to fit feet.

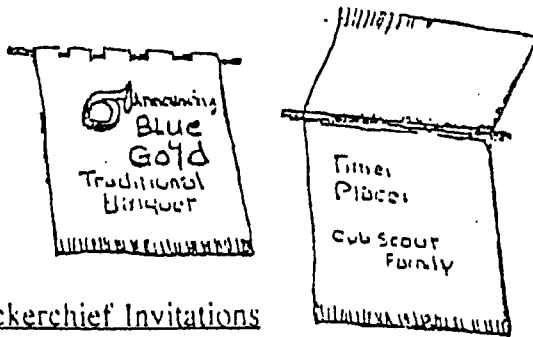


Invitations

Banner Invitations

Materials: Blue or gold construction paper
Dowel rods or straws

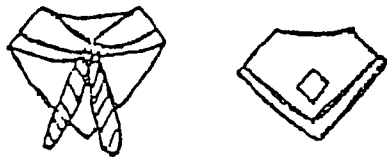
Directions: Cut construction paper in 4 x 10 inch pieces and fold in half. Notch top and glue on straw or dowel to make double banner. Make drawings and lettering with marking pens. Cut fringe in bottom.



Neckerchief Invitations

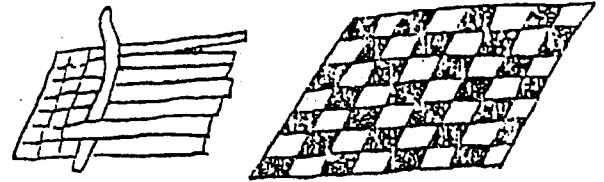
Materials: Yellow tissue Paper
Blue ink pen or marker
Blue pipe cleaner

Directions: For each invitation cut a double sheet of tissue 9x9 inches square. Fold tissue diagonally as you would fold a neckerchief. With blue ink draw a border and at the corner draw an emblem. On inside fold of neckerchief, write your invitation with all necessary details. Then roll your neckerchief in customary way and fasten ends together with a circle of blue pipe cleaner.



Placemats

Woven Placemats



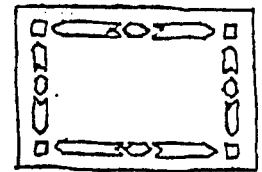
Materials: Blue and yellow construction paper

Directions: Cut yellow construction paper into one inch strips. Cut slits in blue construction paper one inch lengthwise. Weave yellow strips in blue construction paper.

Ribbon Placemats

Materials: Blue and yellow construction paper

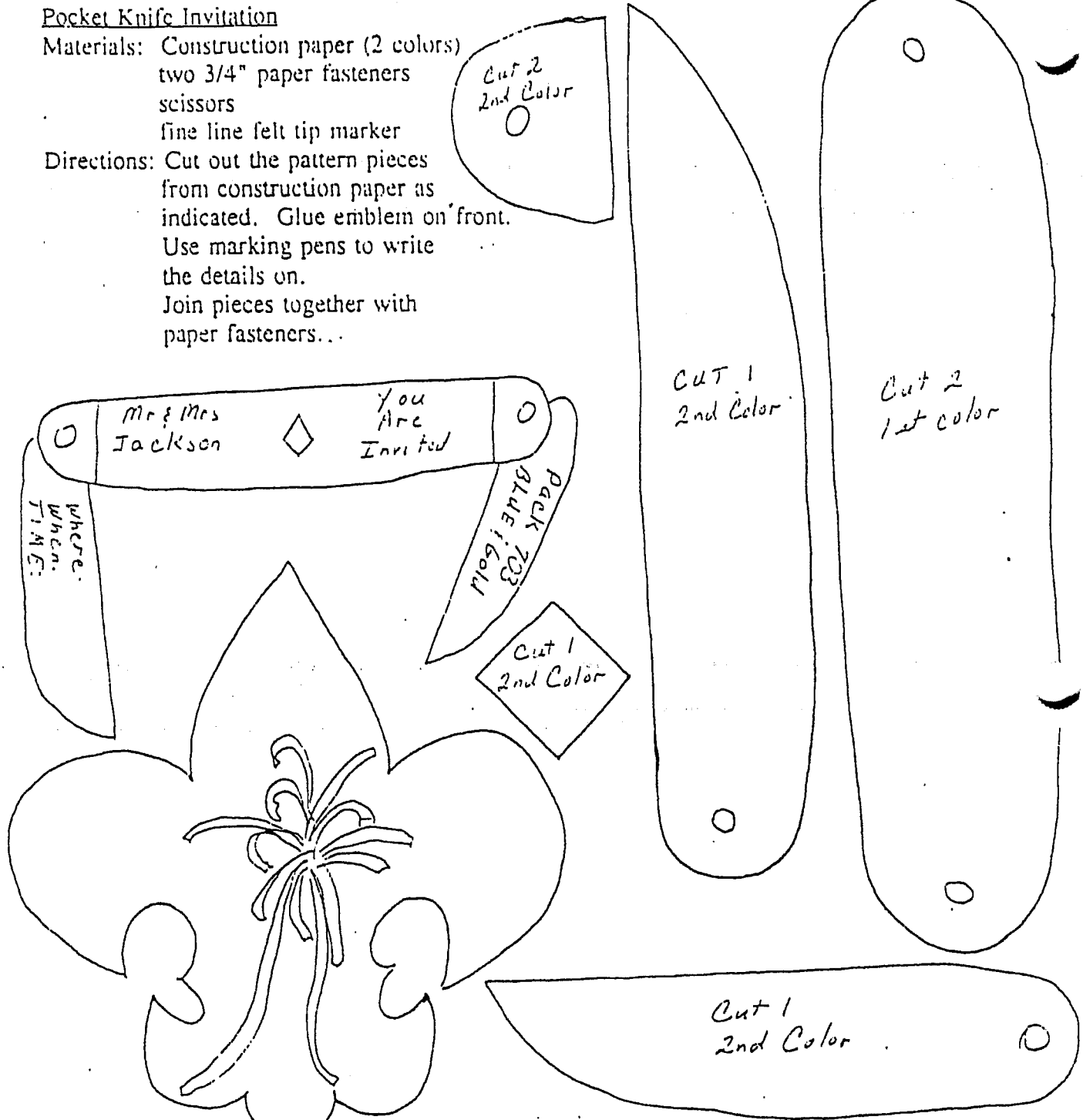
Directions: Cut slots in paper as shown. Thread slots with 1" yellow strips of construction paper.



Pocket Knife Invitation

Materials: Construction paper (2 colors)
two 3/4" paper fasteners
scissors
fine line felt tip marker

Directions: Cut out the pattern pieces from construction paper as indicated. Glue emblem on front. Use marking pens to write the details on. Join pieces together with paper fasteners...

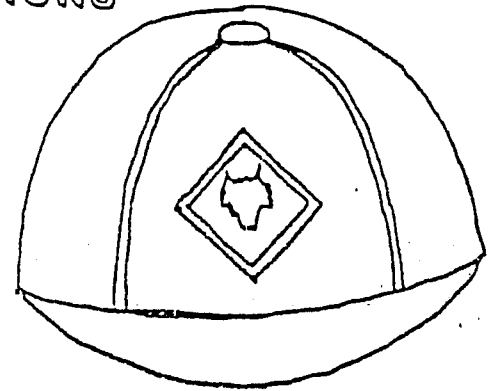


Mother's Corsage

1. Cut 6 - 6" strands of both gold and blue curling ribbon.
2. Tear each strand 3 times to make narrower.
3. Tie together with two strands of curling ribbon which will later serve as bow, etc. for corsage.
4. Curl each strand individually and glue to blue Fleurdelis cut from construction paper.
5. Fleurdelis is the same size as the one used for the placemat and it is used to appear as the leaves for the corsage.

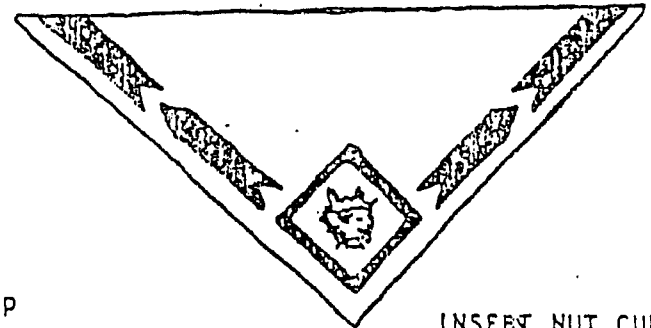
PLACEHATS - Hat: Cut from dark blue mat paper or construction paper, approx. 12"x16". Glue on yellow cord and yellow emblem.

Kerchief: Cut from yellow mat paper or construction paper, approx. 16" wide and 12" tall. Cut emblem and strips from blue construction paper and glue on.

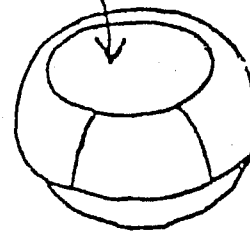


NUT CUPS- Hat: Cut a 2" styrofoam ball in half. Glue on cardboard brim. Paint blue. Scoop out top of styrofoam ball so a regular nut cup will set inside.

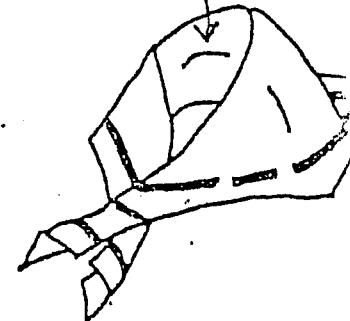
Kerchief: Cut a triangle from yellow construction paper, with base 8 1/2" across and sides 6" long. Add detail with felt-tip marker or paint. Roll over 1/4" on long edge, as you roll a real neckerchief. Bring two ends together at point where tie slide usually goes. Staple here. Bend up points and back so neckerchief will stand up. Set a regular nut cup inside.



INSERT NUT CUP



INSERT NUT CUP



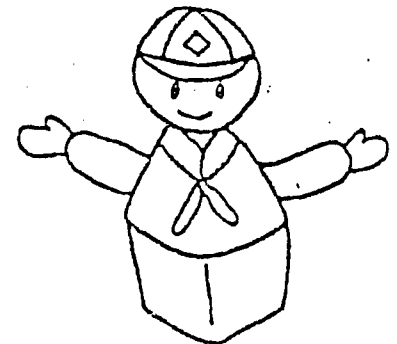
PARTY POPPER - Fill a 5"-6" length of cardboard roll with wrapped candy. Cover with piece of royal blue crepe paper approx. 8" long and 6" wide. Tape or glue crepe paper around roll. Tie ends with yellow narrow paper ribbon. Add a decoration or den number.

CUB FAVOR - Make from egg carton cups, painted blue. Head is either another egg carton cup or small styrofoam ball. Glue on blue construction paper arms. Glue to a round cardboard base. Hat is made by cutting up top of styrofoam ball and adding brim.



CARDBOARD ROLL COVERED WITH CREPE PAPER

BLUE & GOLD MINTS - These are edible, and very tasty! Cream 6 Tablespoons butter, 2 teaspoons peppermint or spearmint flavoring, dash of salt and 7 Tablespoons water (color with food coloring). Add 2 lb. powdered sugar. Blend with mixer and knead with an additional 1b. of powdered sugar. Cut or shape mints.



GAMES

Dressed for the Blue and Gold: Have the dens line up for a relay, each with a suitcase filled with the following clothing: old hat, trousers, shirt, jacket or overcoat and tie. On signal, the first boy in each line races with the suitcase to the center of the room, puts on the clothing, then scrambles back with the suitcase to the starting point. He then takes off the clothing and repacks it in the suitcase. The second boy repeats the performance and so on until all have finished. First team wins.

Bean Pick Up: Arrange the players around a table or kneeling in a circle on the floor. Give each a saucer with two toothpicks and 12 beans. On signal, see who can be the first to lift out five beans.

Blue and Gold Toss: Divide into one blue team and one gold team. Have two butter dishes - one blue and one gold. Each team has a specified amount of change to toss into the dishes. Team with most points wins.

Blue and Gold Courtesy Walk: Divide boys into teams. Have them walk down to the line and back balancing a book on their heads. First team done wins.

SONGS

Blue and Gold Family (tune: Clementine)

Boys:	We're the Cub Scouts	Adults:	We're the mothers
Adults:	We're the parents.		We're the fathers.
All:	Here we are, both young and old.		Helping Cub Scouts as they go.
	Here we are, both young and old,		Up the ladder of achievement
	Having fun at Blue and Gold.		Climbing higher as they grow.

Boys:	We're the Bobcats	All:	Let's give thanks on this occasion
	Wolf and Bear Cubs		To the might Gold and Blue
	And the Webelos are we.		Pack _____ is the number
	Altogether we're a cub pack		Representing me and you.
	Having fun in harmony.		

O Blue and Gold

(tune: O Tannenbaum)

Oh Blue and Gold, Oh Blue and Gold!	So carry on your colors bright
You know it stands for truth untold.	Until the whole world you will light.
Oh Blue and Gold, Oh Blue and Gold	Oh Blue and Gold, Oh Blue and Gold
The youth that wear it aren't so old.	The memories live though we grow old

BLUE AND GOLD BANQUET GRACES

The invocation or grace for the Blue and Gold banquet should be conducive to reverence. It should not offend anyone's religious beliefs. Here are a few suggested graces:

Bless us, O Lord, and these Your gifts Which we are about to receive from your Bounty. Amen.

We give You thanks, Almighty God, for all your benefits. Bless this food to the nourishment of our bodies and our lives to Your service. Amen.

For health and strength and daily food, we give You thanks, O Lord, For food and health and friendship, we give You thanks, O Lord.

Gracious giver of all good, we thank you for rest and food. Grant that all we do or say be in your service, this day Amen.

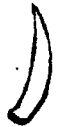
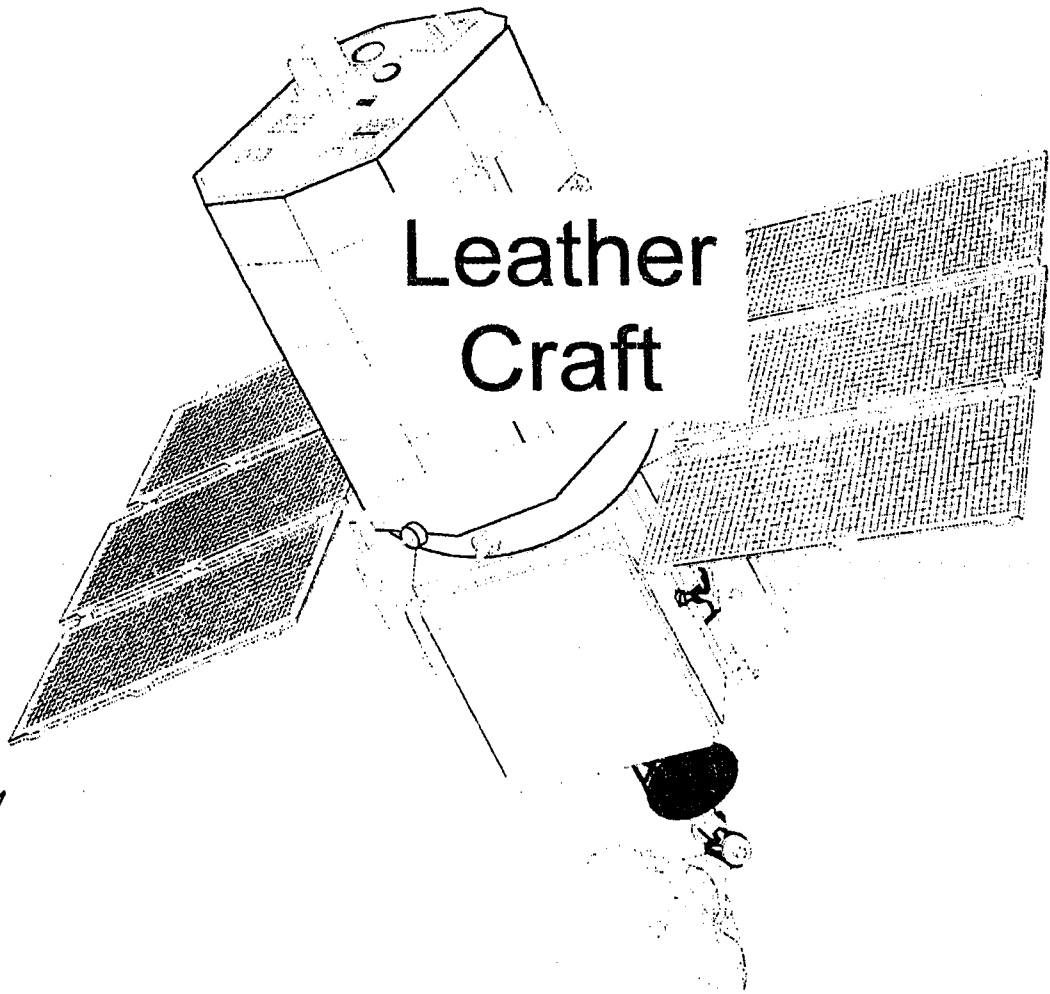
Teach us, Dear God, to work together in cooperation and understanding. Open our eyes to the opportunities of our job. Inspire our thoughts, our words, and deeds, that they may help our Cub Scouts to know You better. Amen.

Heavenly Father, we ask Thy blessings upon these Cub Scouts, counsel them with Thy wisdom: strengthen them to stand for the hard right against the easy wrong; inspire them with high purposes and keep them always ready to perform kind deeds. Bless this food to our use, and us to Thy service, and keep us ever mindful of the needs of others. Amen.

Banquet Invocations

- Our God, we gather as loyal members of our Cub Scout pack and pray for Thy blessing. Give us the vision to see our duty and the courage to do it. Teach us to walk together in the spirit of brotherhood so that we are true to Thee, the Father of us all. Guide us to be the faithful sons of the Righteous God who is from everlasting to everlasting. Amen.
- O Lord, that I will do my best,
I come to you in prayer.
Help me to help others every day
And teach me to be fair;
To honor mother and father,
And to obey the Cub Scout Law, too.
This I ask that I may be
A loyal Cub Scout true.
- Our dear heavenly Father, we ask your blessings on the families in our Cub Scout pack. We ask a special blessing on each Cub Scout and Webelos Scout. Guide their steps as they grow into men, and help them as they do their duty to You and to our country. Bless our food and the people who have prepared it. Amen.

Leather Craft



WORKING WITH LEATHER

Leather work is a particularly satisfying craft project. Its durability and natural qualities are especially suited for Cub Scouts. Whether they stamp, tool, carve, or simply make something out of a finished leather, they will have a project they like and it will be useful as well.

Instead of using expensive leather, use rounders, practice pieces, scraps or half backs.

Rounders are inexpensive precut 3 1/4" round pieces that are very versatile. They can be used to make coupes, slides, coasters, bookmarks, and key chains.

Practice pieces are another precut shape in leather that is even more inexpensive and with a little imagination can be a coupe, a slide, a bookmark, key chain, or whatever several pieces attached together could be.

Half backs 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 your imagination. You will need an exacto knife or leather knife to cut the projects out. This is a difficult task and should always be done by an adult.

When the leather has been cut out, you can decorate it by stamping, tooling, or carving. 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 boys love to pound a variety of stamps into their leather projects. Tooling and carving are more difficult and probably a leader will need some specialized instruction before attempting them. Since stamping is easier and really needs only a few simple rules of thumb.

Stamping leather is popular with the boys, start with a few design stamps and some wooden hammers and add as money and a good sale will allow. Purchase small stamps and two or three hammers and a small letter set 1/4 to 1/2" if money permits.

If this is impossible, you can make your own stamp set by filing different size nails into interesting shapes. File the point of a large nail flat and groove into the nail tip. With the variety of nails available, you can make as many shapes as your imagination permits.

When ready to decorate the leather, dampen it (**DO NOT SOAK**), punch any holes necessary for lacing, and then stamp, rewetting as needed. It is best to encourage the boys to take some time to plan their design so they will be pleased with their finished project.

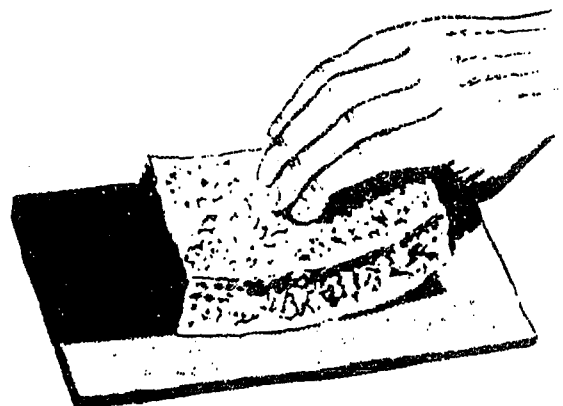
To stamp, hold the stamp upright and tap it firmly several times with a wooden mallet. Be careful not to drive it completely through the leather. Use a board under the leather to protect the surface underneath. Finish the project with a fast drying finish that is available at leathercraft stores. It paints on like shoe polish and dries quick. The final step is lacing. A good easy stitch to lace with is the whip stitch. It gives an nice finished edge to the project. Plastic lacing is inexpensive. Cut lace approximately 3 to 3 1/2 times the distance to be laced.

How To Moisten The Leather

Leather must be moistened with water before you can work with it. This procedure is called casing. As you wet the leather, the fibers swell and soften, thus enabling you to stamp and shape it.

Leather is moistened by rubbing a damp sponge on it. Be sure your hands are clean. Rub it first on the flesh side and then on the grain side. Apply the water as evenly as possible. When the leather begins to return to its natural color, begin stamping. If your leather dries before you complete the tooling design, it will be necessary to remoisten. Be sure you case the entire piece to avoid water spots.

CAUTION: Always use glass or plastic containers for the water. Metal containers may cause the leather to stain.

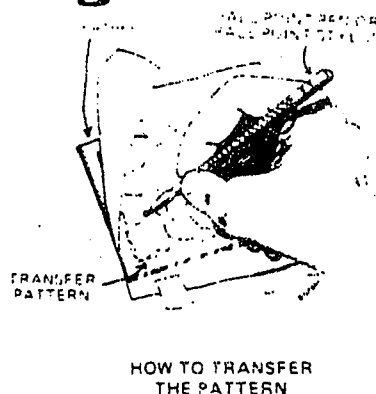
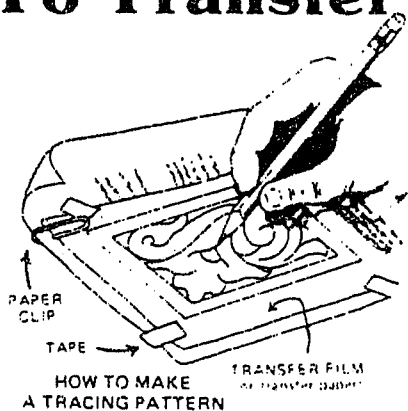


How To Prevent Leather From Stretching

Leather projects cut from lighter weight leather that require a very close alignment with lining edges and lacing holes will need special handling to prevent stretching. To prevent leather from stretching while stamping the design, apply a light coat of rubber cement to the flesh side of the leather and to cardboard (use hard finish cardboard for easy removal of leather after stamping). Allow cement to dry, then adhere in place.

Case grain side of leather and carve and stamp design. To remove leather, place carved side down on bench and peel cardboard from the leather, holding leather as flat as possible so it does not wrinkle. If you do not intend to line your project, sprinkle a small amount of talcum powder over the flesh side of the leather to remove tackiness.

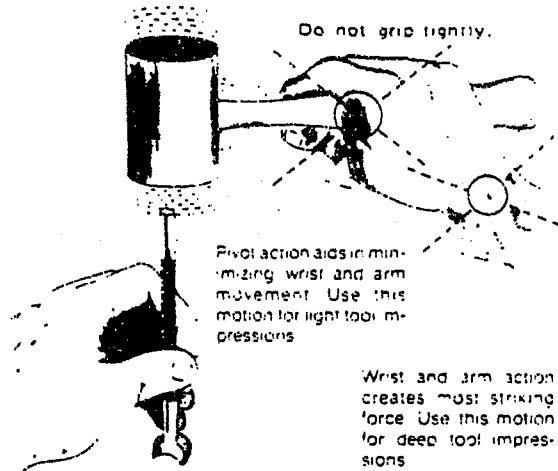
How To Transfer A Design To Leather



To decorate your leather, make a drawing of the outlines of your design. This transfer pattern indicates lines to be cut with the swivel knife. Place a piece of transfer film (glossy side down) over the transfer pattern and tape or clip it in position. Trace over the lines of the transfer pattern design.

Place the transfer film pattern (pencil marks up) over the leather and tape in position. With a ball point stylus, retrace all lines of the design, beginning with the flower, then stems and leaves. Press firmly but not too hard. Remove tape and film.

HOW TO USE THE CRAFTOOL LEATHER STAMPING TOOLS



Enhance the beauty of your leather projects with stamping tools. These may be used to create original designs or for embellishing the beauty of your carved design. Use a wood or rawhide mallet head to strike the top of the stamping tool to obtain its impression in the leather. . . NEVER strike stamping tools with metal faced hammer, as this will damage tools.

Hold both the mallet and decorative stamping tool upright in a secure, but relaxed manner. Hold the mallet in the center of the handle with your fingers rather than the palm of your hand.

To add texture and to embellish the beauty of your design, use a camoullage stamping tool. A half-moon shaped tool, the "Cam" has serrations that fan out into a sunburst effect. It is available in a wide variety of sizes and shapes.

Always stamp the impressions away from you for better visibility and control. Space impressions evenly.

- 1 This is a full impression of the stamp. Hold the tool straight up and down and strike sharply with mallet.
- 2 Lean the tool to the left, holding securely with hand so tool does not slip when struck with the mallet. Impressions on right side should "fade" into nothing.
- 3 Leaning the tool to the right fades the left corner impressions and firmly impresses the right corner of the tool. Moisture content should be just right.
- 4 Here the tool is tipped forward on the toe so that the corners do not dig in. Tap lightly with the tool in this position.

To create a three-dimensional effect, use a beveler (upright position) to bring the design into bold relief. Usually only one side of the swivel knife cut is beveled down.

The deepest part of the bevel is always next to the outline of the design, with the sloping bevel fading toward the background areas. The face of the beveler always faces the cut line of the design; the toe of the beveler is placed directly in the cut. When a line of the design does not join another, these cuts are usually beveled lightly to fade out at the end of the cut.

For smooth beveling, always "walk" your foot. Strike it with the mallet and as its recoil action lifts it slightly from the leather, move the beveler about 1/16" along cut and strike again. Slight movement of the tool and faster hitting with mallet will produce smoother beveling. Bevel foremost objects first.

These petals overlap seed pod, therefore bevel as shown to make them appear raised.

Outside petals overlap center petal. Bevel as indicated by shaded lines.

Seed pod overlaps back flower petals, so it is beveled around next.

"Fade" beveling at ends of cuts by lessening the intensity of mallet blows.

WRONG: Beveler should be held straight up and down. Incorrect angle pushes cut edge of design up. Heel of tool marks the leather, does not "fade out" the beveling. Cross section of incorrect beveling.

HOW TO LACE

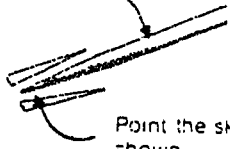

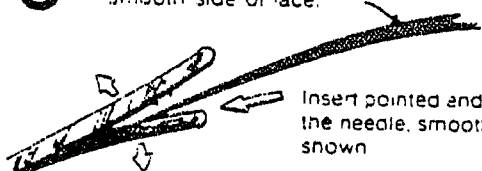
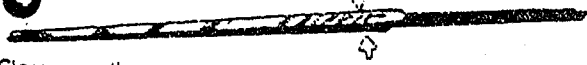
Lacing puts the finishing touch to handmade leather articles. How good the finished project looks depends very much on the lacing. Thus, how you lace and your techniques have a great deal of importance in the appearance

of the finished project. With the following instructions and illustrations plus a little practice, you will soon be doing a neat, smooth job of lacing. Always lace with front or outside of the project facing you.

THREADING THE NEEDLE

NOTE: You should load two yards of lacing in lacing needle at a time. Working with longer pieces of lacing will be

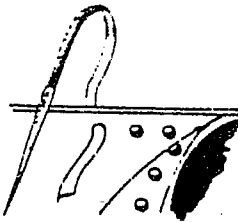
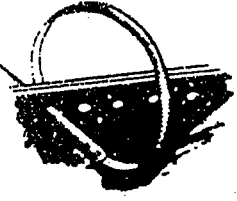
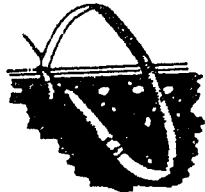
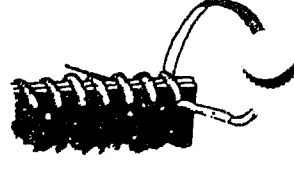
difficult and can cause the lacing to wear and become frayed as it is pulled through the lacing holes.

<p>1 Skive end of the flesh side of lace.</p>  <p>Point the skived end as shown</p>	<p>2</p>  <p>Spring the threading end of the needle open</p>
<p>3 Smooth side of lace.</p>  <p>Insert pointed end of lace into the needle, smooth side up as shown</p>	<p>4</p>  <p>Close needle on lace and squeeze gently with pliers so prongs pierce lace and lock in place. To remove lace, spring needle open as shown in Step 2.</p>

HOW TO LACE THE WHIPSTITCH—1



The following instructions for the Whipstitch are for use on a project with separate beginning and ending points. The amount of lacing required for the Whipstitch is three to three-and-a-half times the distance to be laced.

<p>1</p> <p>Begin lacing, starting in between the layers of leather. Leave about 1" at the end.</p> 	<p>2</p> <p>Lace through hole as shown. Keep the lace from twisting. Pull the stitch up tight to lock the lace.</p> 
<p>3</p> <p>Push needle through the second hole. Pull stitch up tight. Continue lacing, tightening the lace as you go.</p> 	<p>4</p> <p>Push needle through the last hole as shown. Bring it up between the leathers and out between the lacing. Carefully cut off the end of lace.</p> 

HOW TO LACE THE WHIPSTITCH-2

The following instructions for the Whipstitch are for use on projects with common beginning and ending points such as billfolds. The amount of lacing required for the Whipstitch is about three to three-and-a-half times the distance to be laced.

1 LACING NEEDLE

GRAIN SIDE
FLESH SIDE
PIERCE END OF LACE

Thread the needle and then pierce the opposite end of the lace with a sharp knife leaving a slit of 1/8"

2 1/8" FROM EDGE

4-IN-1 PUNCH

Make your lacing holes if the project is not pre-punched. Space the holes as shown above about 1/8" from the edge. Be sure they are spaced equally.

3

Begin lacing, starting between the two layers of leather. Leave about 1/4" at the end where you slit the lace.

4

Push needle through the second hole, then thread it through the slit in the end of the lace and through the opposite hole as shown.

5 BEGINNING STITCH

PULL STITCH UP TIGHT

Continue lacing, tightening the lace as you go.

6 LOOSE LOOP

BEGINNING STITCH

Lace around the project leaving a loose loop in the second hole from the beginning stitch. There will be one unlaced hole between your very first and your last stitch, as shown.

7

Spread the two leather layers and lace through the last hole up between the leathers and through the first loose loop as shown.

8

Pull the first loop tight, over end of lace, as shown.

9 CUT OFF

Pull end of lace tight to take slack out of last loop. Cut off the end of the lace with a sharp knife and tap all lacing flat with smooth-faced mallet.

HOW TO LACE THE RUNNING STITCH

The amount of lacing required for the Running Stitch is about 1 1/2 times the distance to be laced.

1 LACING NEEDLE

GRAIN SIDE
FLESH SIDE
PIERCE END OF LACE

Thread the needle and then pierce the opposite end of the lace with a sharp knife leaving a slit of 1/8"

2 SIZE NO. 1 PUNCH

3/16

Make your lacing holes if the project is not pre-punched. Space the holes as shown above about 1/8" from the edge and approximately 3/16" apart. Be sure they are spaced equally.

3

Begin lacing, starting between the two layers of leather. Leave about 1/4" at the end where you slit the lace.

4

Push needle through the next hole from the back through the slit and out through the opposite hole in front as shown.

5

Pull stitch up tight to lock the lace. Continue lacing the rest of the project.

6 BEGINNING STITCH

Pull the beginning stitch tight and continue lacing, pulling the stitches tight as you go.

7 LOOSE LOOP

BEGINNING STITCH

Lace to the last hole and leave a loose loop in the next to the last hole.

8 LOOSE LOOP

BEGINNING STITCH

Push needle through last hole. Spread leathers, push needle through next to the last hole, bringing needle up between leathers.

9

Pull the loose loop tight and continue pulling all the slack out of the lace.

10

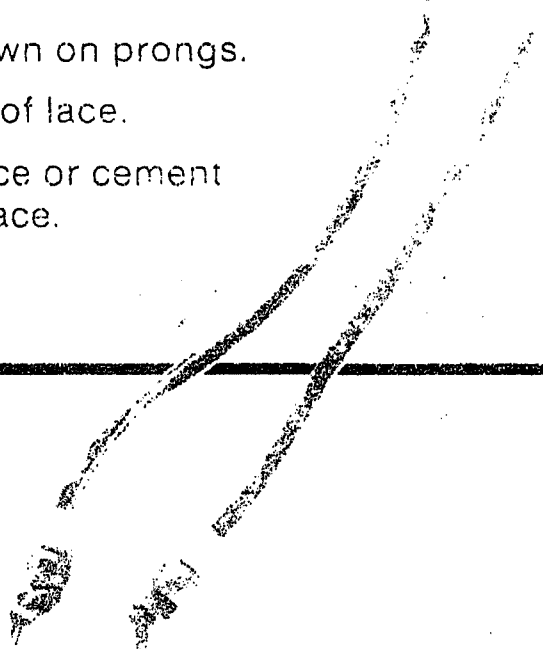
Pull all stitching tight and pull end of lace tight. Cut off the end of the lace close to the leather and tap all lacing flat with a smooth mallet.

Create Your Own Bolo Ties

You Will Need:

Your choice of Leather Shapes
3-D, Decorative or Alphabet Stamps
Pro Dye #2055, Cova Color® #2041 or Tandy's Antique
Leather Stain #2071
Four Pony Beads #1427 or #1428
Bolo Tie Clip #1489
36" of leather lace
Tandy Craftsman® Cement #2016, Hot Glue
Gun #2442 or Barge Cement #2024

1. Dampen Leather Shape.
2. Stamp with design or initial.
3. Dye, paint or antique and finish. Let dry.
4. Cement Bolo Tie Clip to back of Leather Shape.
5. Put lace through clip.
6. Tighten clip by pressing down on prongs.
7. Put two beads on each end of lace.
8. Tie a knot in each end of lace or cement beads in place on ends of lace.



Mini Flashlight Holder

5³/₄" to 6¹/₄" long
(2 — AA battery type)

You will need:

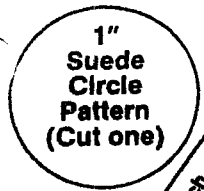
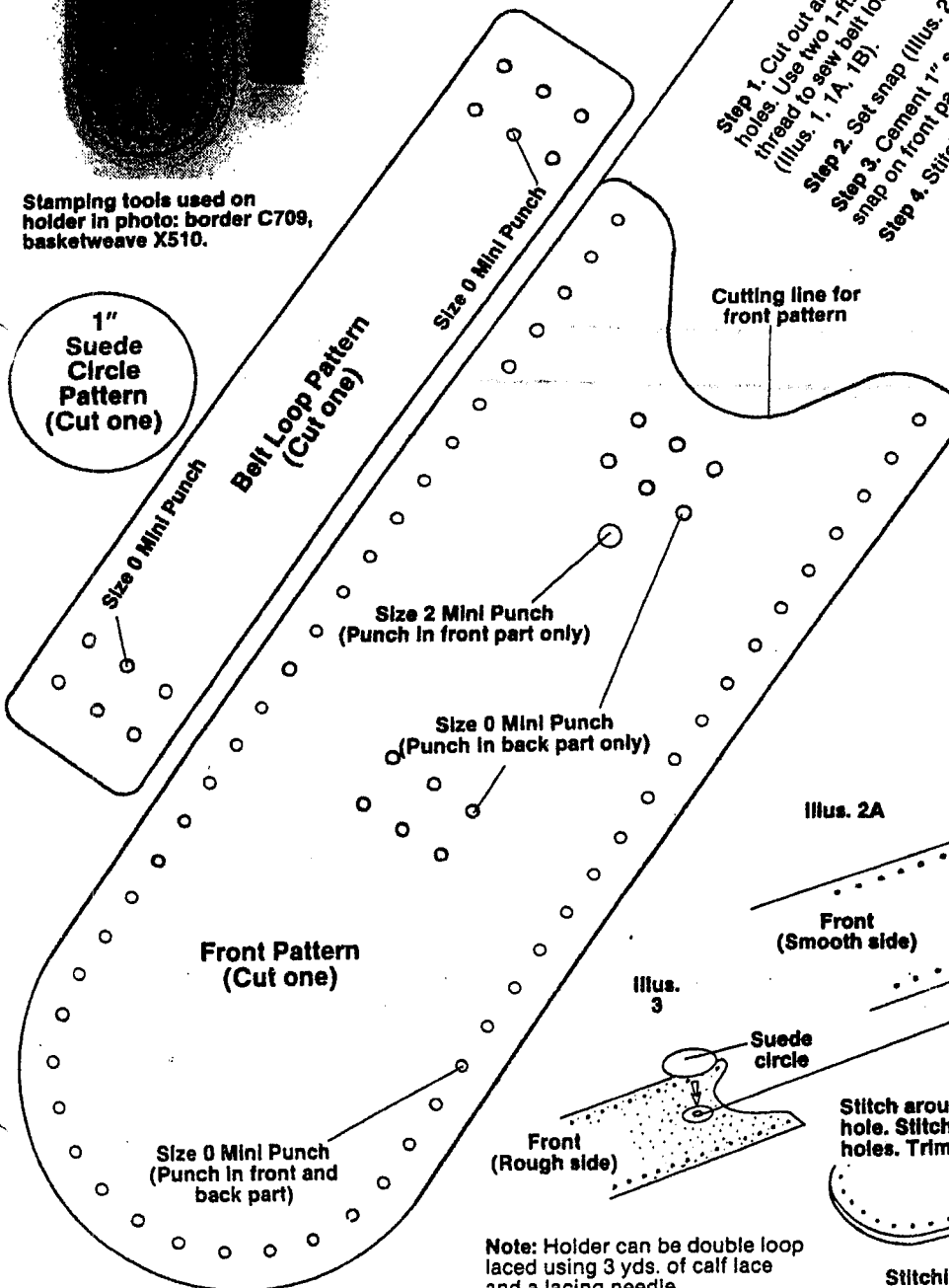
- 4 to 5 oz. leather
- 1" circle of thin suede
- 1 Short Baby Dot Snap #1262
- 3 yds. waxed thread and needles (2 ft., if double loop lacing), or 3 yds. calf lace and needle (for double loop)
- Size 0 and Size 2 Mini Punch #1766

- Baby Dot Setter #7057
- Anvil #1804
- Craftsman® Cement #2016

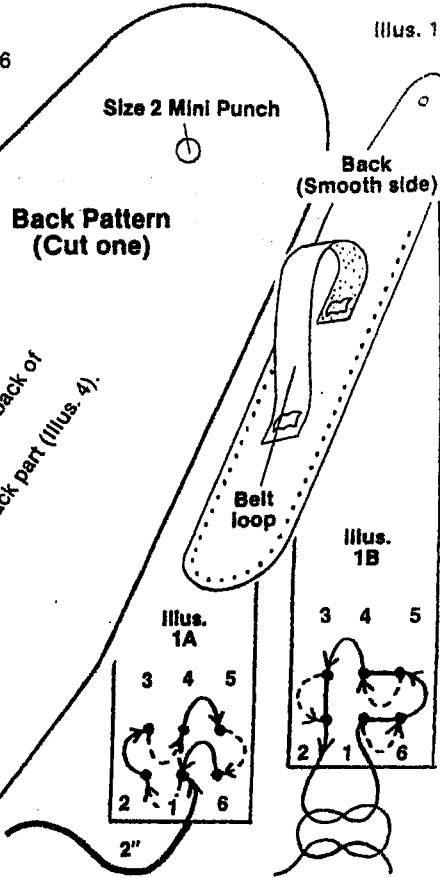
Note: Do all tooling, dyeing and finishing before assembly, unless holder is to be wet-formed. To wet-form, do all tooling, then assemble. Dampen holder with water, then push plastic-wrapped flashlight into holder. Let dry, remove flashlight, then apply dye and finish.



Stamping tools used on holder in photo: border C709, basketweave X510.

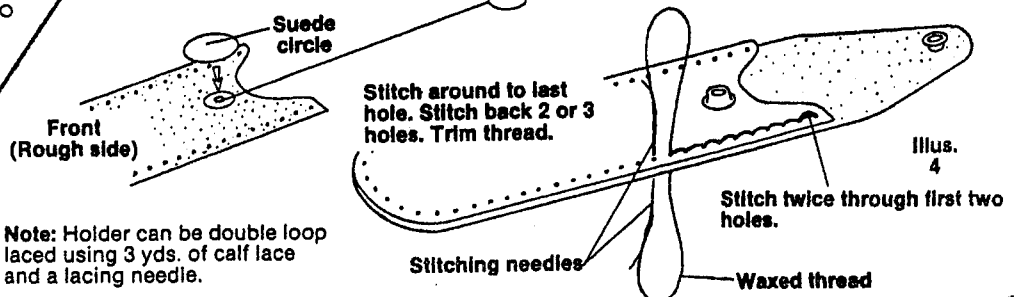
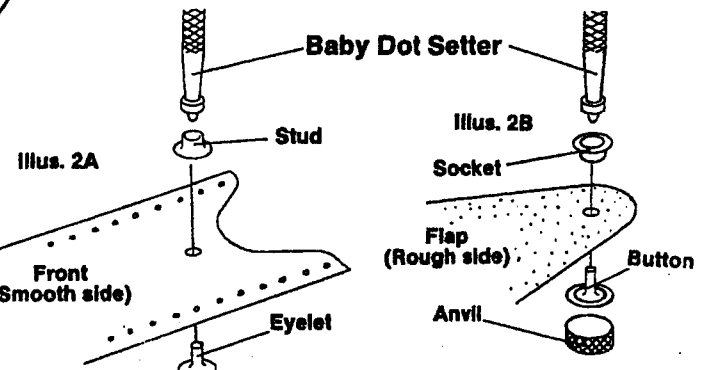


- Step 1. Cut out all parts and punch all holes. Use two 1-ft.-long pieces of thread to sew belt loop to back part (illus. 1, 1A, 1B).
- Step 2. Set snap (illus. 2A, 2B).
- Step 3. Cement 1" suede circle over back of snap on front part (illus. 3).
- Step 4. Stitch front part to back part (illus. 4).



1A. Using 1 ft. of thread, begin stitching at hole 1. Leave 2" of thread to tie off with. Stitch up through hole 2 and back down through hole 3. Continue around through holes 4, 5, 6 and back through hole 1.

1B. From hole 1, come up through hole 6, then down through hole 5 and back around through all the holes to hole 2. Tie off, as shown. Tap all stitches flat with a mallet. Repeat 1A and 1B on the other end of the belt loop (illus. 1).



Note: Holder can be double loop laced using 3 yds. of calf lace and a lacing needle.

illus. 1

illus. 1B

illus. 1A

illus. 3

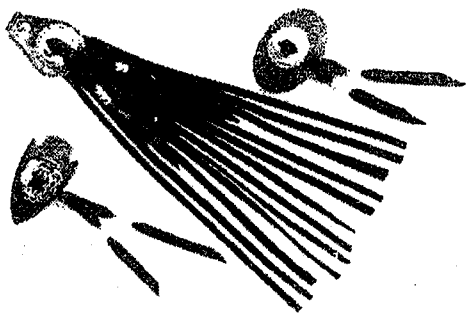
illus. 2B

illus. 2A

illus. 4

Concho Barrettes & Key Fob

by Nan Abbott

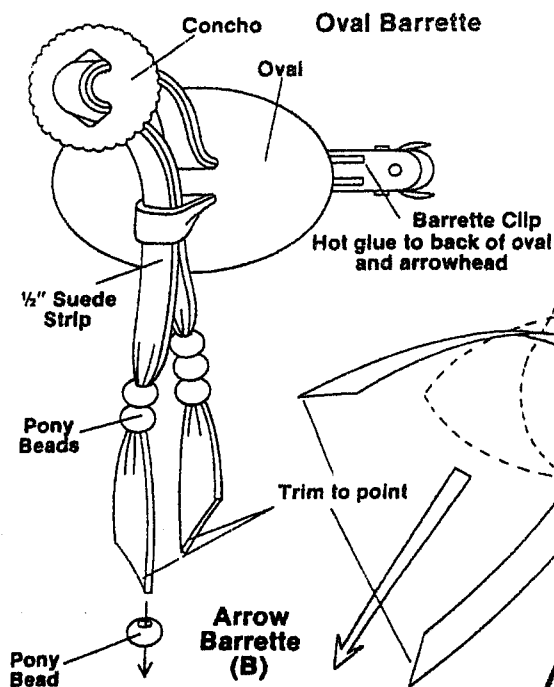


You will need:

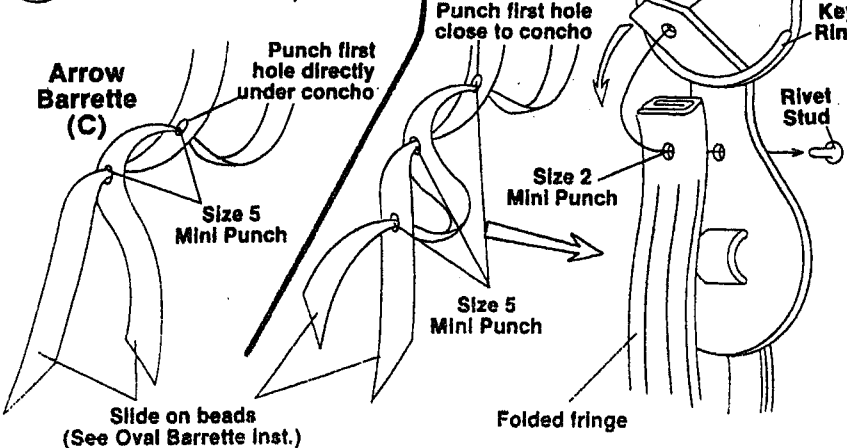
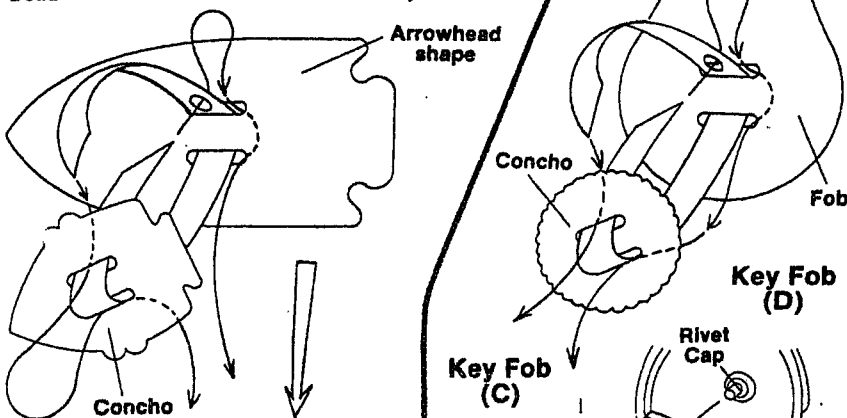
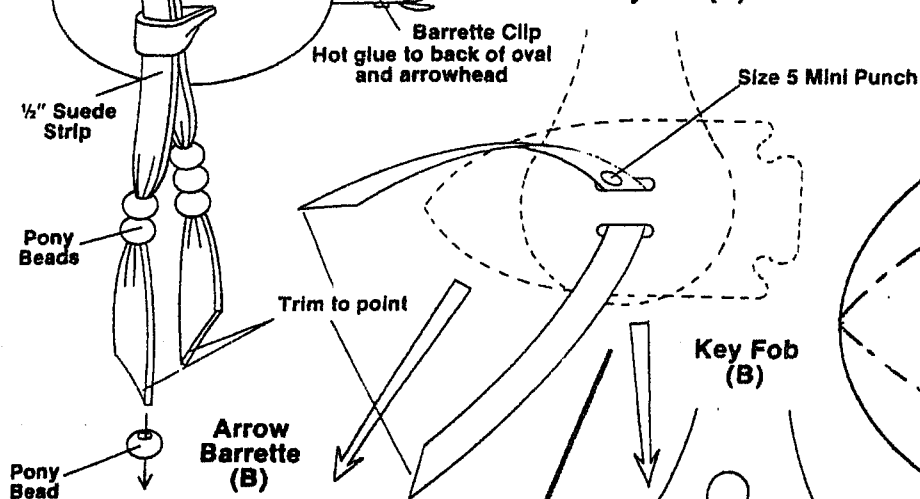
- Oval #4158 or Small Arrowhead #4115 or Key Fob #4149
- 1/4"x18" Suede Strip #9273 (for all)
- 3"x14" Suede Piece #9273 (for Key Fob)
- Barrette Clip #1138 (for Barrettes)
- 1 1/2" slotted concho (for Oval Barrette or Key Fob)
- Arrowhead Concho #1362 (for Arrowhead Barrette)
- Pony Beads (for all)
- 1/2" Oblong Punch #1564 (for all)

- Size 5 Mini Punch #1766 (for Arrowhead Barrette or Key Fob)
- Size 2 Mini Punch #1766 (for Key Fob)
- Glue gun (for Barrettes)
- Rivet Setter #8100 (for Key Fob)
- Super Shears #1591 or sharp knife (for all)

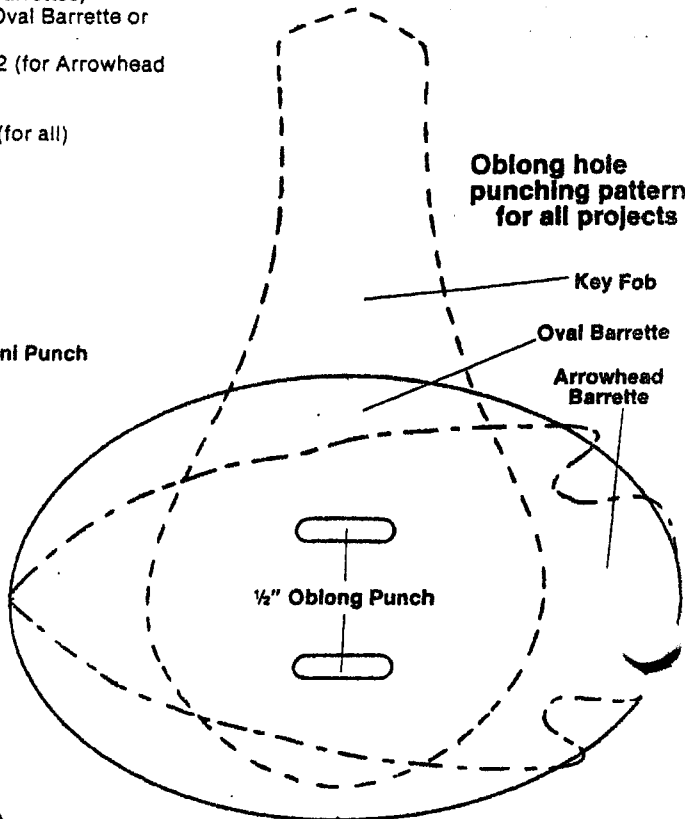
Oval Barrette



Arrow Barrette (A) and Key Fob (A)

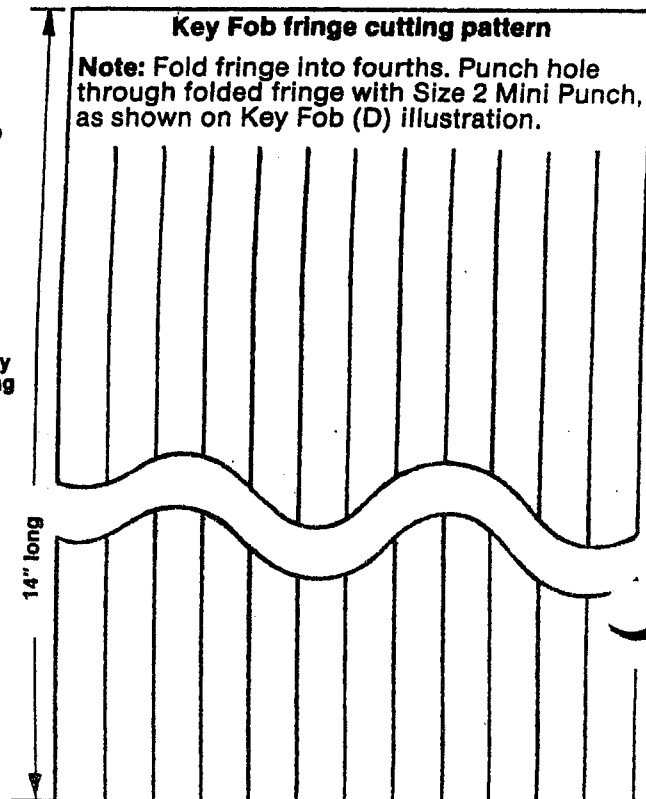


Oblong hole punching pattern for all projects

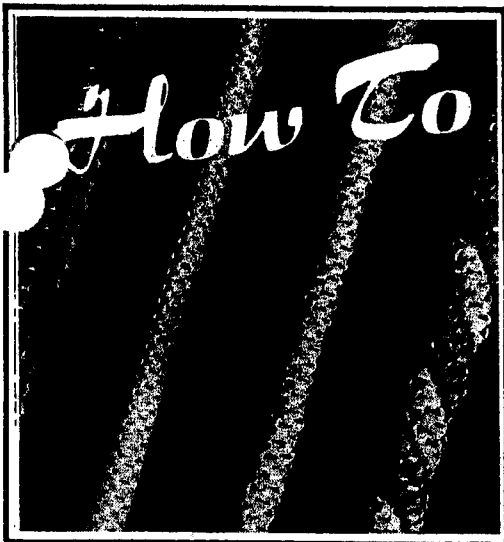


Key Fob fringe cutting pattern

Note: Fold fringe into fourths. Punch hole through folded fringe with Size 2 Mini Punch, as shown on Key Fob (D) illustration.



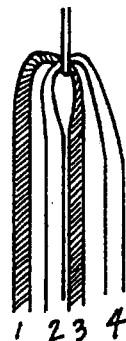
How To have FUN with Braiding!



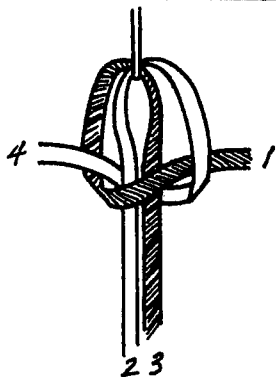
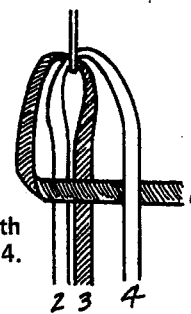
The Cobra Braid

STEP 1. Put 2 laces into hook as shown. Pull outside strands 1 and 4 until they are twice as long as the inside strands 2 and 3.

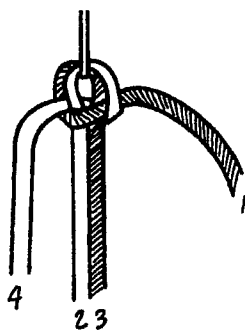
NOTE: All braiding will be done with the long, outside strands.



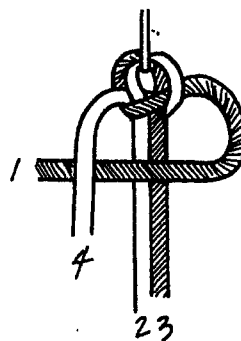
STEP 2. Bring 1 over both 2 and 3, and then under 4.



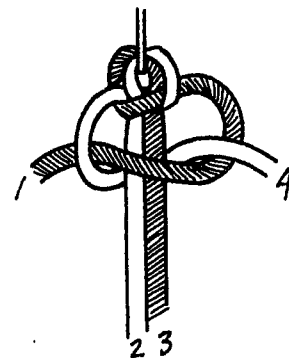
STEP 3. Bring 4 behind both 2 and 3, and then up through the gap between 1 and 2.



STEP 4. Pull both strands 1 and 4 tight.

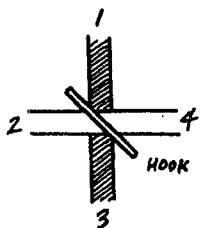


STEP 5. Bring 1 back over both 2 and 3 and then under 4.

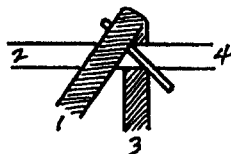


STEP 6. Bring 4 behind both 2 and 3, and then up through the gap between 1 and 3.

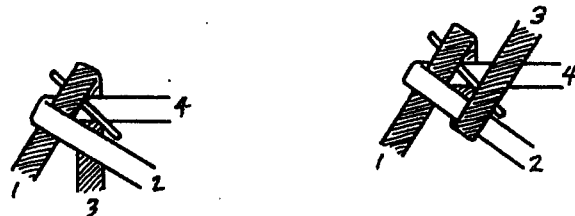
The Square Braid



STEP 1. Put both laces half-way through the hook.

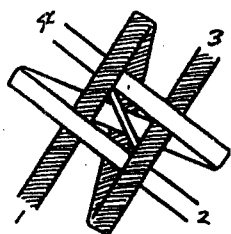


STEP 2. Fold 1 over 2.

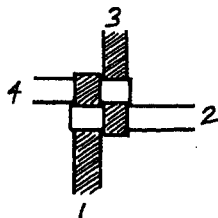


STEP 3. Fold 2 over 1 and 3.

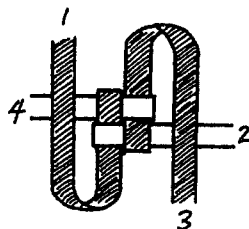
STEP 4. Fold 3 over 2 and 4.



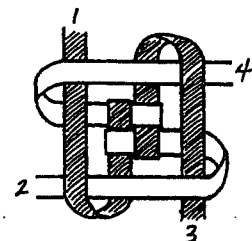
STEP 5. Fold 4 over 3 and under 1.



STEP 6. Pull tight to form the square.



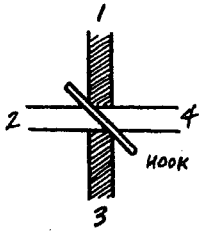
STEP 7. Fold 1 over 4 and fold 3 over 2.



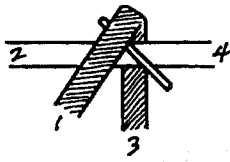
STEP 8. Fold 2 over 3 and under 1. Fold 4 over 1 and under 3. Pull tight to form square.

STEP 9. Repeat steps 7 and 8 to desired length.

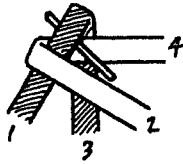
The Round Braid



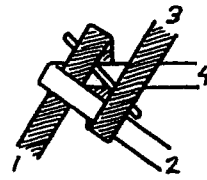
STEP 1. Put both laces halfway through the hook.



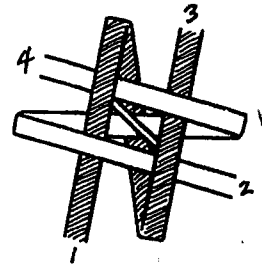
STEP 2. Fold 1 over 2.



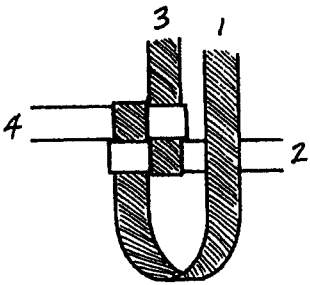
STEP 3. Fold 2 over 1 and 3.



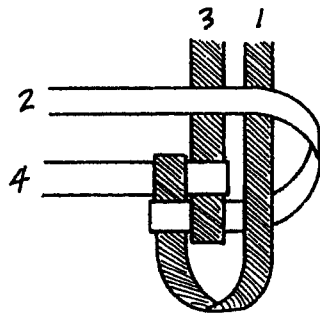
STEP 4. Fold 3 over 2 and 4.



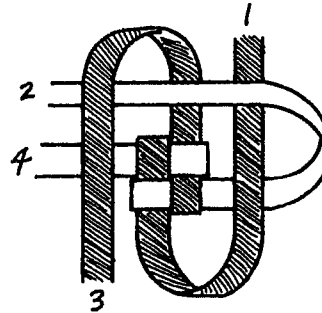
STEP 5. Fold 4 over 3 and under 1.



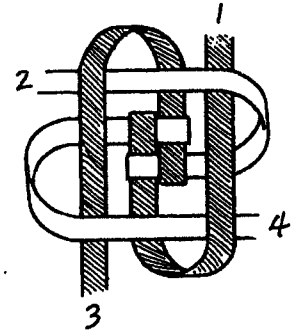
STEP 6. Fold 1 over 2.



STEP 7. Fold 2 over 1 and 3.



STEP 8. Fold 3 over 2 and 4.

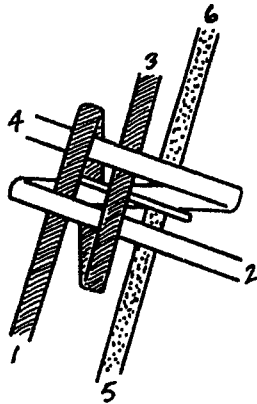


STEP 9. Fold 4 over 3 then push through loop made by 1. Pull all strands tight. Repeat steps 6 through 9 until desired length is reached.

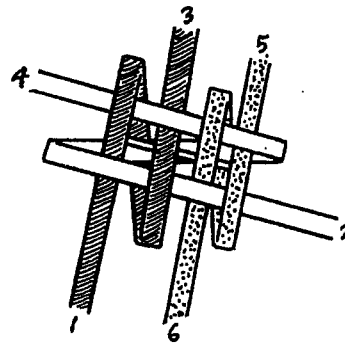
The Spiral Braid



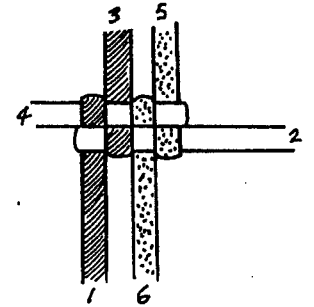
STEP 1. Follow steps 1 thru 5 for The Round Braid or The Square Braid to begin.



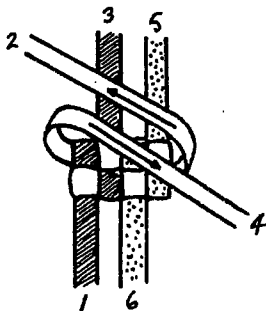
STEP 2. Add another strand, marked 5 and 6, as shown.



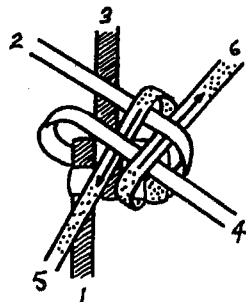
STEP 3. Fold 5 over 2 then push through loop formed by 4. Fold 6 over 4 then under 2.



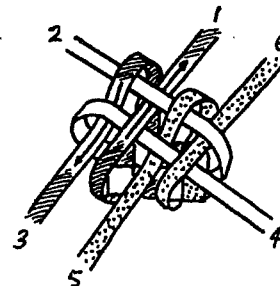
STEP 4. Pull all strands tight.



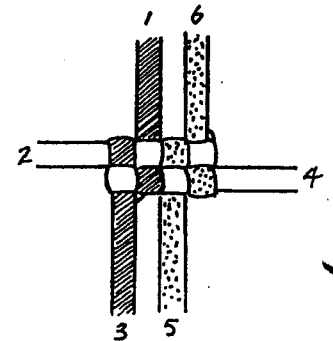
STEP 5. Fold strands 2 and 4 over diagonally forming two new loops, as shown.



STEP 6. Fold 6 over 4 then under 2. Fold 5 over 2 then under 4.



STEP 7. Fold 3 over 2 then under 4. Fold 1 over 4 then under 2.

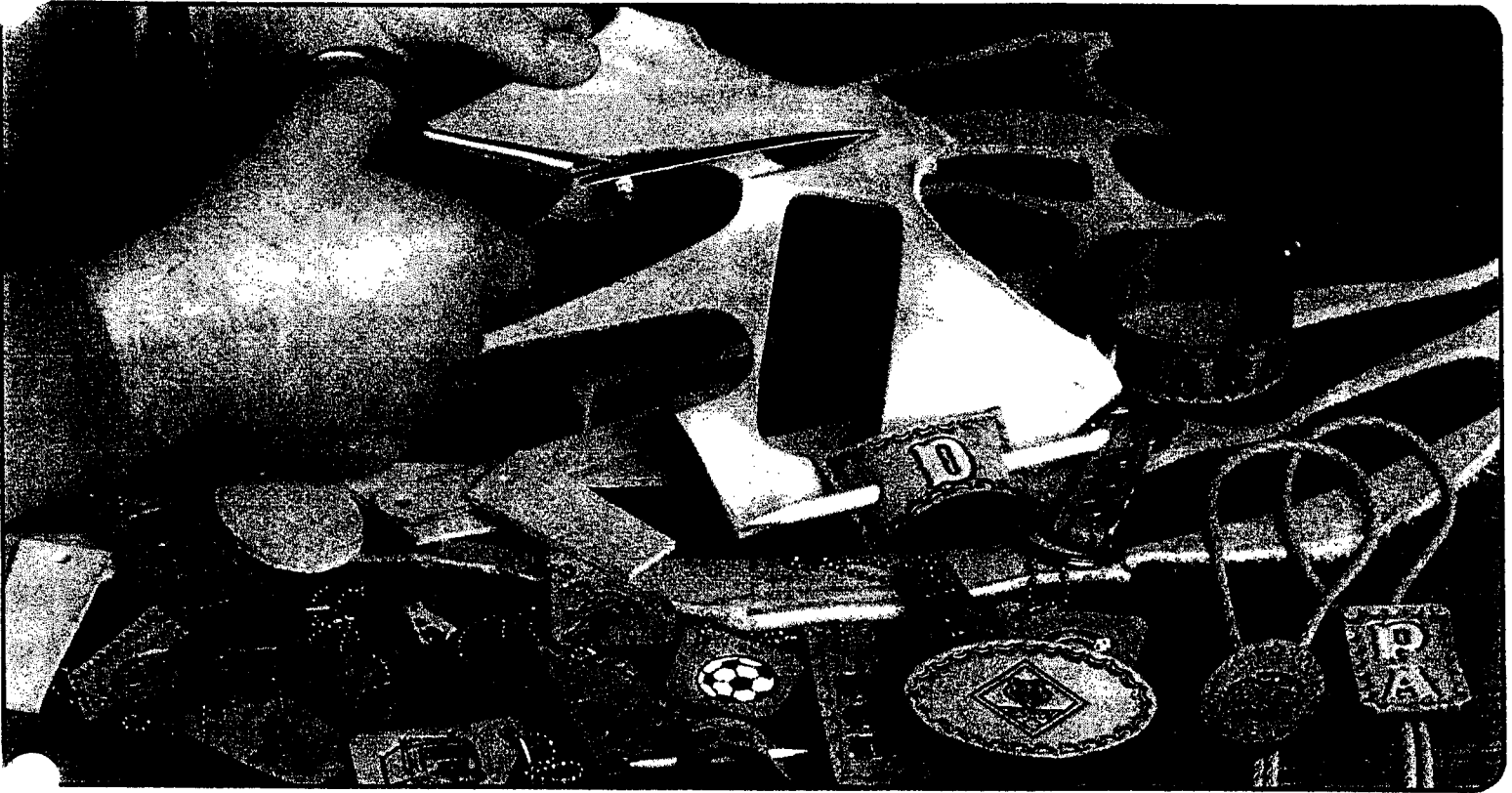


STEP 8. Pull all strands tight. Repeat steps 5 through 8 until desired length is reached.

BITS AND PIECES

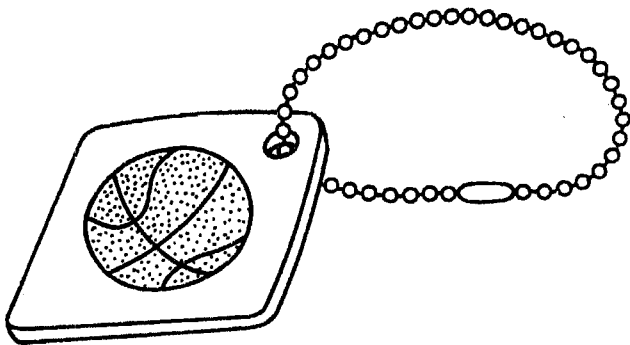
IDEAS FOR PROJECTS YOU CAN MAKE!

STOCK
#3598-99

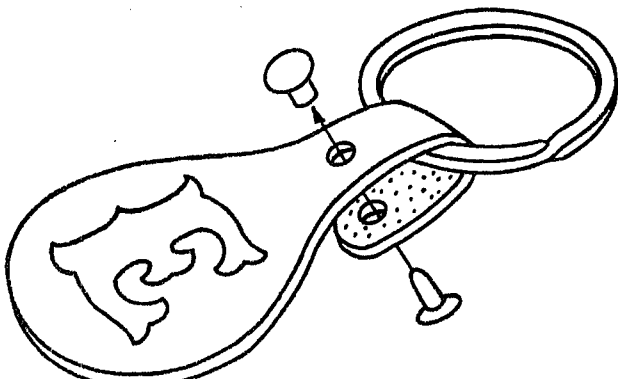


KEY FOBBS

Punch hole in leather piece and attach key chain.

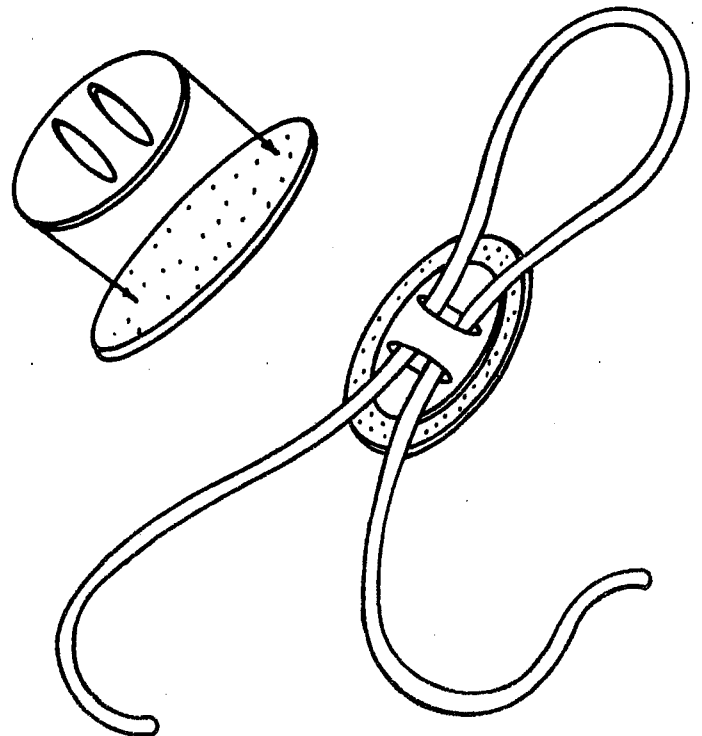


Punch holes in leather piece, then rivet key ring in place.



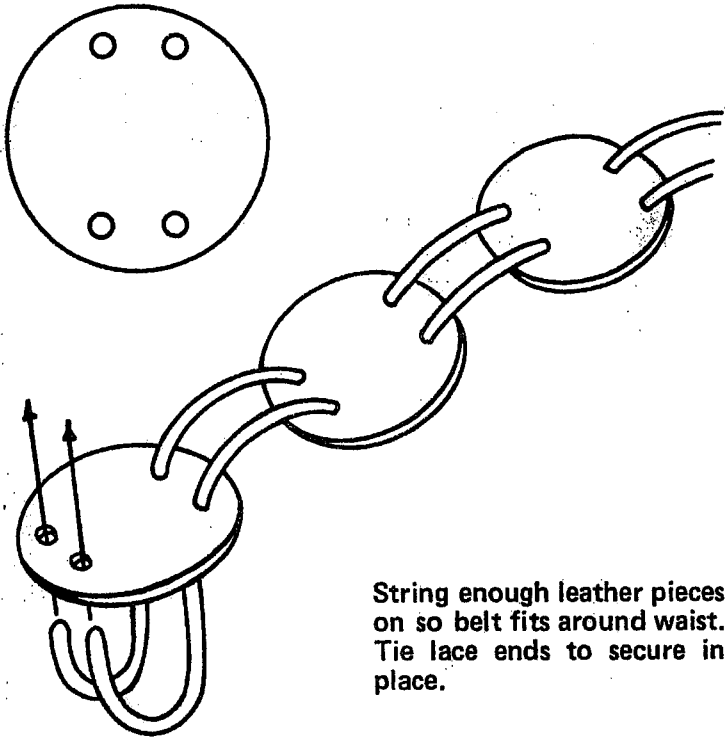
BOLO TIE

Cut two slots in a piece of leather then glue to the back of another piece of leather. Run lace or bolo cord through the slots as shown.



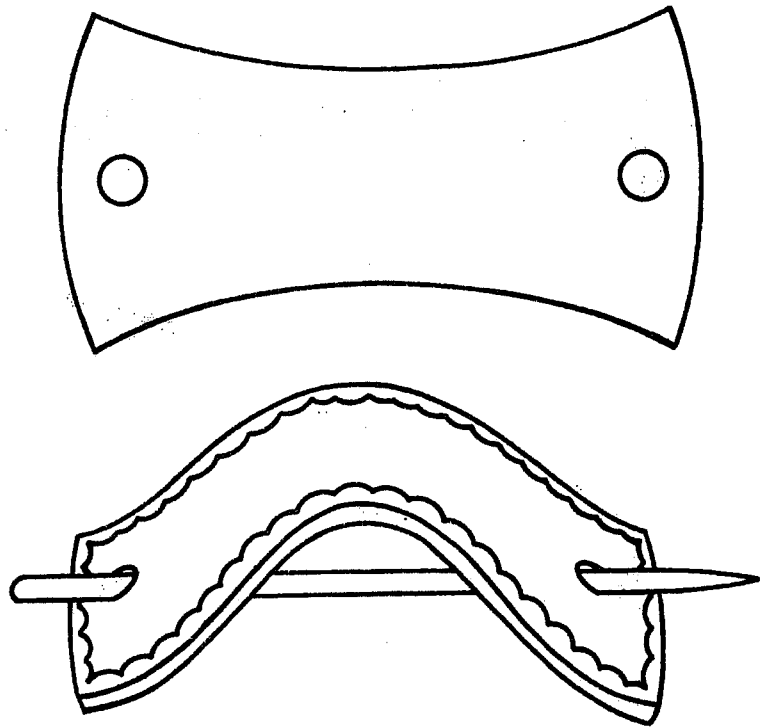
BELT

Cut out leather belt pieces. Punch two holes in each side of each belt piece. String pieces together with leather or plastic lace as shown.



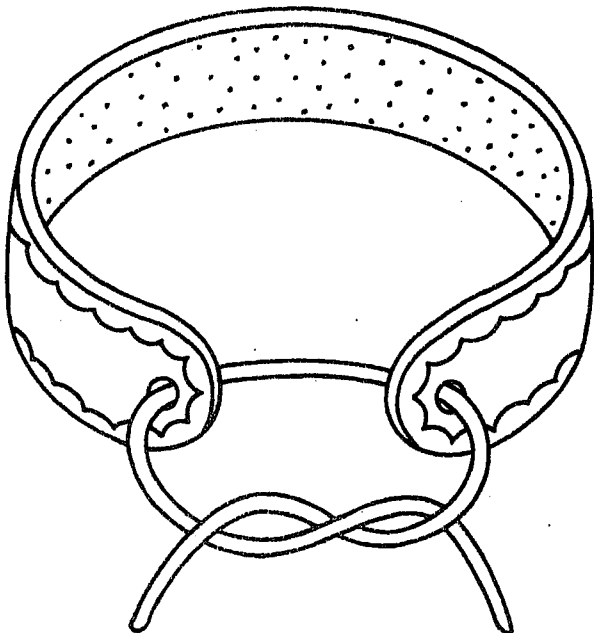
HAIR BARRETTE

Cut leather piece for barrette any size you like. Punch a hole in each end then run a small stick through the two holes as shown.



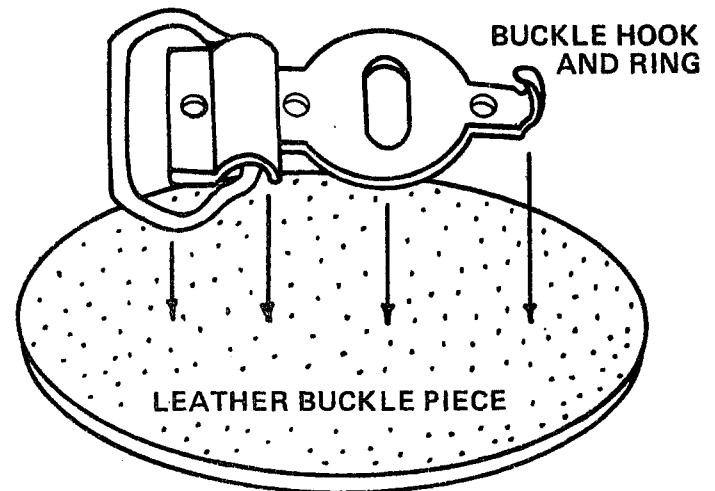
WRISTBAND

Cut a strip of leather long enough to go around your wrist. Punch a hole in each end then run a length of lace through the holes and tie as shown.



BUCKLE

Cut out leather buckle piece. Glue or rivet buckle hook and ring to back side of leather piece.



Use 3-D stamps, Crafftool Stamps and Alphabet Stamps to personalize your project then add some color with Cova Dye, Paint Markers and Sharpie Pens.

Crafts

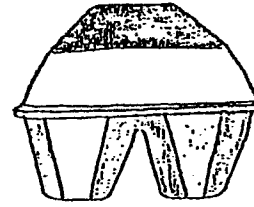
FIND THE INDIAN OBJECTS

by Roberta L. Fairall

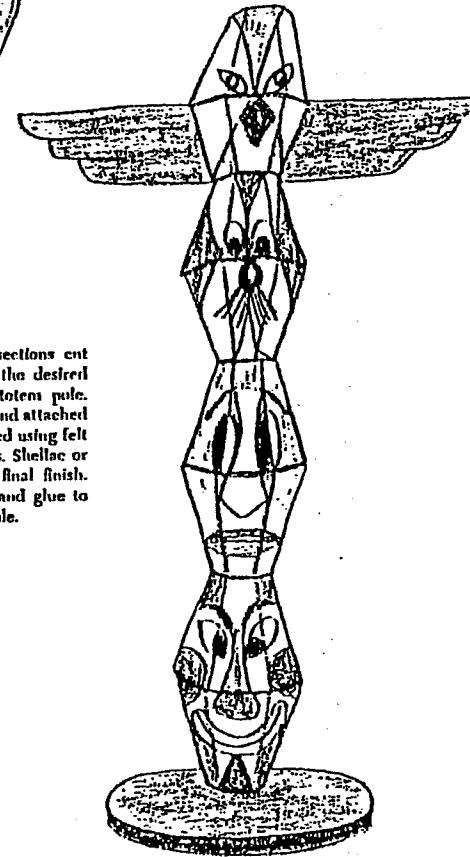
These children are proud of the tepee that they made in their classroom. Can you find these Indian objects that they made? Look for a double whistle, a drum, a spear, a hunting bow, a bowl, a pump drill, a rattle, a shield, a moccasin, a knife, a canoe, a snowshoe, a Kachina doll, an ax, a pipe, a poncho shirt, an arrowhead, and a bracelet.

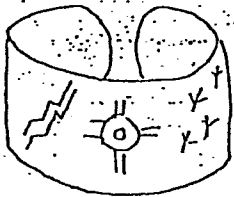


MOLDED EGG TOTEMS



Molded egg cartons with sections cut out and glued together to the desired size brings reality to this totem pole. Cardboard wings are glued and attached as desired. Features are added using felt pens, and/or tempera paints. Shellac or clear lacquer is used as a final finish. Select an appropriate base and glue to the bottom of the totem pole.





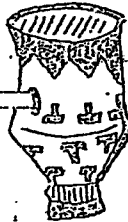
ARM BAND

Need: Cardboard frozen juice can (12 oz. size)
Cut slice 1 1/2" wide
Round edges - decorate with paint

PEACE PIPE

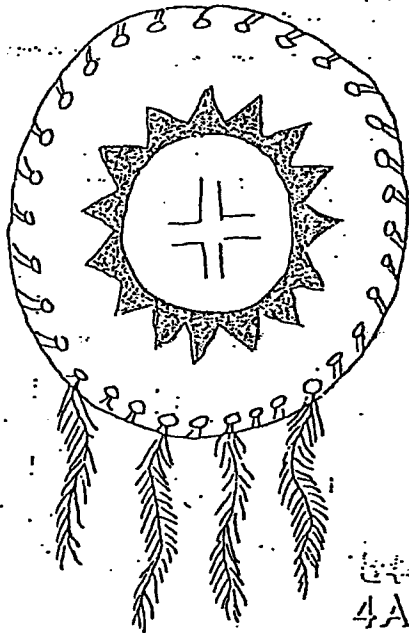
Cut a hole or use a hot nail to poke a hole in one side.

Use a cardboard roll from a coat hanger or make a roll and glue it.



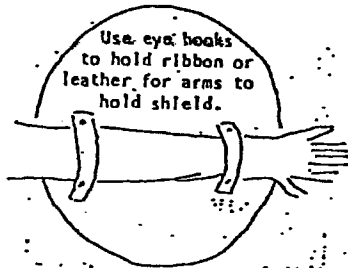
This is the top section of a plastic bottle (like a bleach bottle).

SHIELD



1. Large cardboard pizza tray.
2. Cover with paper & paint on designs or use contact paper.
3. Punch holes & lace yarn around edge.
4. Attach feathers for decorations.

Back view



Use eye hooks to hold ribbon or leather for arms to hold shield.

4A

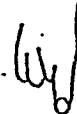
SIOUX SIGN LANGUAGE CLOSING

The closing: "And now may Akela of all good Cubs be with us until we meet again."

WORDS

SIGNS

AND NOW



Made with forefinger of right hand, sharply downward as if hitting something.

MAY AKELA



Middle and forefinger of right hand extended downward pointing to fire. Circle twice upward and finally above head, representing curling smoke from fire.

OF ALL



Right arm sweeping from right side of body to chest in an all encompassing motion with palm of hand open.

GOOD



Thumb of right hand flat over heart, palm downward. Extend arm from this position straight ahead of body. (Anything good came from an Indian's heart.)

CUBS



Middle and forefinger of right hand apart with arm outstretched above head. (Indicates hunter or scout.)

BE WITH US



Right forefinger against open palm left hand. (Meaning with us or side of.)

UNTIL WE MEET AGAIN.



Forefinger of each hand brought from arm's length position on either side of body to crossed position in front (Indicates "until our trails cross again").

After everyone has learned the signs, do this closing ceremony in complete silence -- using only sign language with no words.

THE LEGEND OF THE FRIENDSHIP STICK

The wood of the Friendship Stick is alive and solid; it is slightly curved to fit the curve of the earth. This symbolizes the friendships that can grow as do the wonderful trees of the forest.

The green circle at the bottom is for faith—faith in God and faith in one another. It is so placed because it is the basis of a happy and meaningful life.

The next four circles represent the races of the world. They stand close together indicating that all people are equal and every person is capable of becoming a loyal friend.

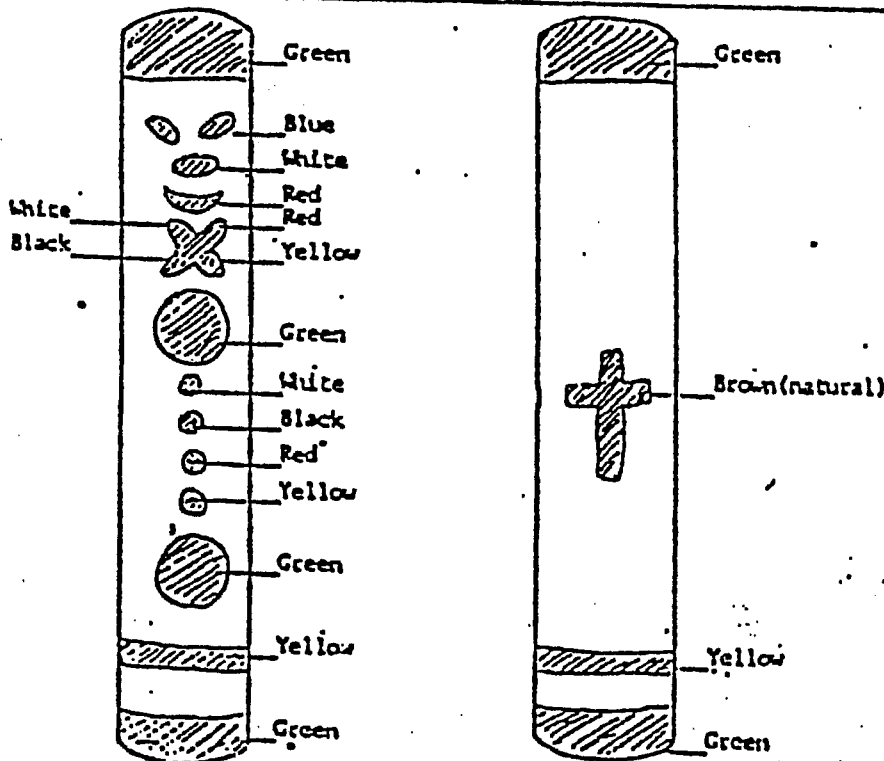
The green of hope is above the races. It is hope that people everywhere will try to overcome any differences and human failings. Both hope and faith are green, a combination of hues. Both hope and faith are combinations of emotional feelings that we cannot adequately describe. The four races bounded by faith and hope can produce unity, a common working together for the good of all. The four paths leading toward a central goal signify the attainment of this unity.

The smiling face is the result of friendship based on faith and unity. It is a reminder of the person with whom we promise to be friends. To be greeted by the smiling face of a friend is one of the greatest joys we can experience.

The face is crowned by green, the Boy Scout color, indicating loyalty to another as a friend.

On the back a Cross is carefully placed opposite the four races to show that peace and charity can exist among all people.

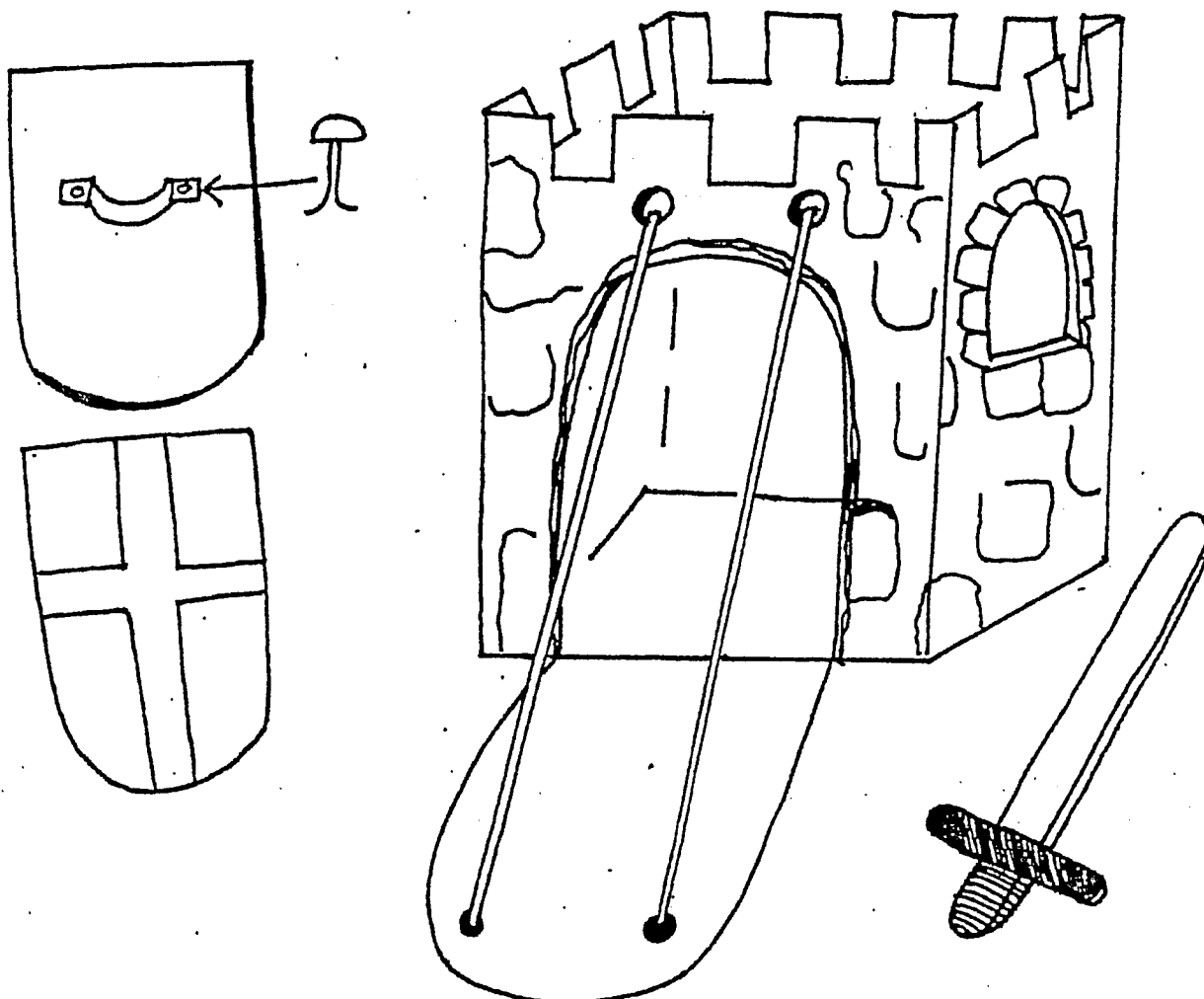
A friendship stick is created by its giver. It shows time and effort and thought and is truly giving something of oneself to another.

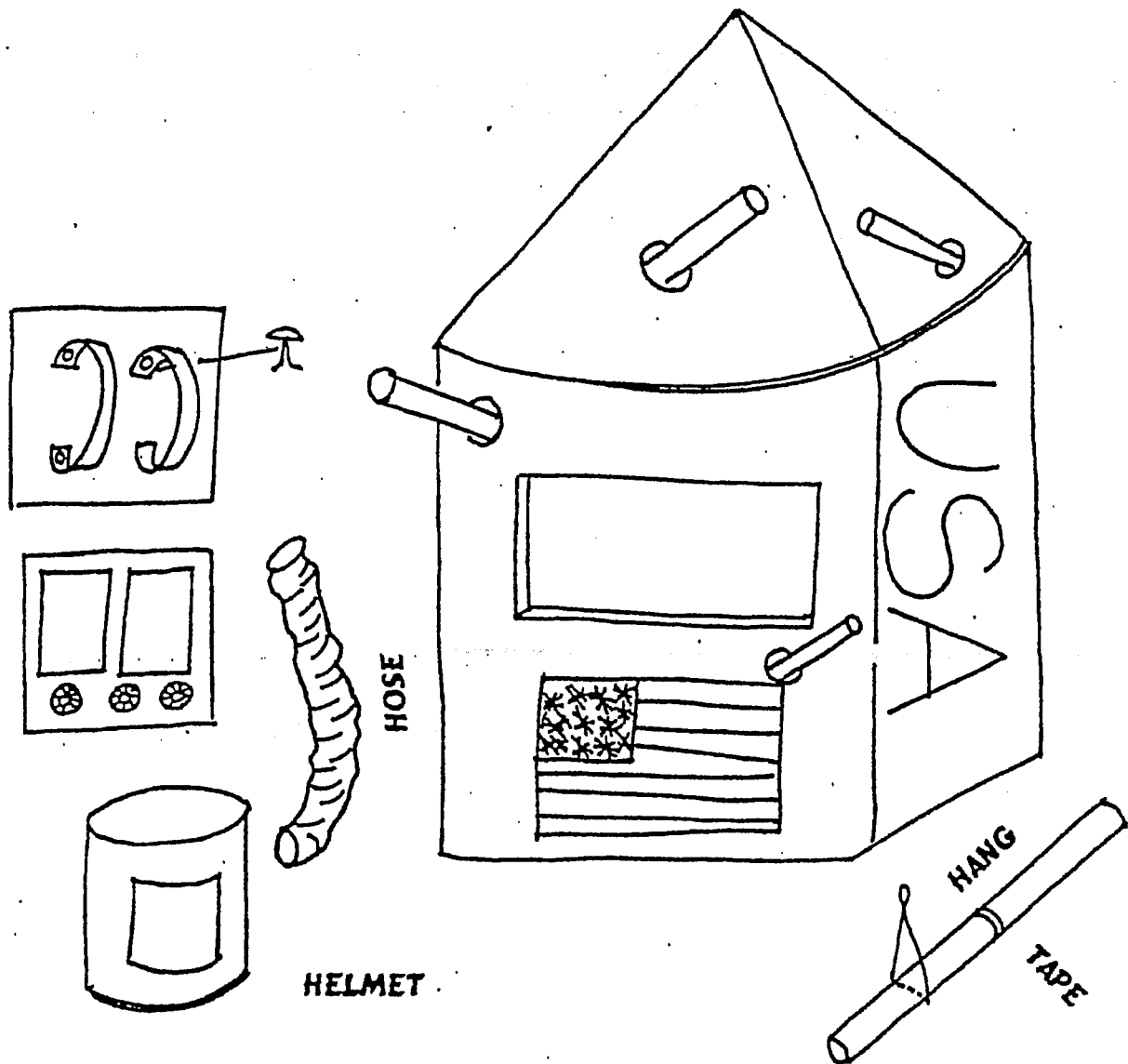


10-SOMETHING SPECIAL, ALL YOUR OWN

Encourage your Tiger Cubs to come up with some of their own ideas. (Don't forget your adult partners) Use a poster or big sheet of paper to write them down. You can do this in the beginning of the year the Tigers can help plan the program with their ideas fitting into the BIG IDEAS.

Try this to motivate IDEAS: Show up at the meeting with one or two very large refrigerator boxes - NOW WHAT? - exactly, what can we make out of these boxes? You can be ready to start working by presenting the boys with a box full of workable collectible garbage or they can bring in their own to the meetings - This does not have to be a one day event. Working in the garage is great, for storage.





SPACE SHIP : Use two boxes one for the base and the other for the top. Cut the second one open then turn into cone tape with clear packing tape. Tape some paper towel tubs together so that the Tigers can reach. Poke, some string through tubs in the are needed to hang the tubs from holes.

Use extra dryer hose for special effects on ship and air back panel. Air back panel is made from a piece of cardboard and one or two shoe boxes / glued on - Very important that you put arm handles on first. Let your imagination go!!!

9. GETTING THERE

We have many different ways of moving around like:

- Take a bike ride
- Take a walk
- Take a taxi
- Ride a bus
- Ride a go cart
- Running
- Skate boarding
- Roller skate .
- Boat ride
- Hopping
- Ride a train
- Take a ride in a police car
- Pushmobile
- Try a wheel chair

Try walking with:

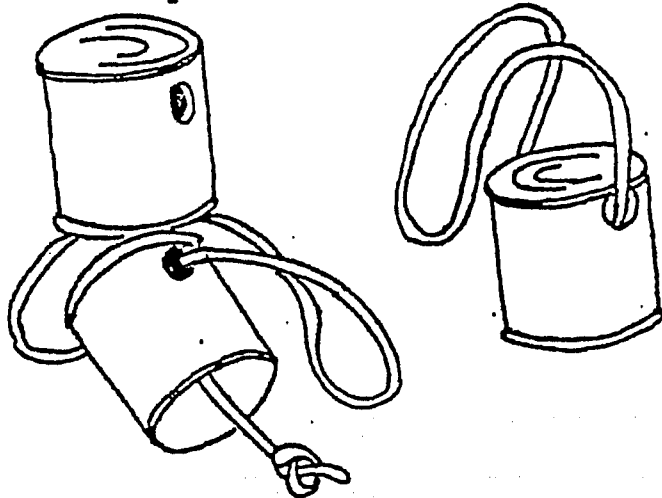
PUDDLE JUMPERS

Punch two holes opposite each other in a tin can.

Loop "rope" and put ends through holes and tie a large knot in the end of each rope.

Put foot on can. Draw rope up snug.

Make a pair and walk on them. Get the dad's to make a pair also have a race. Ropes should be fixed so that they pull up as you walk.



ADJUSTABLE STILTS

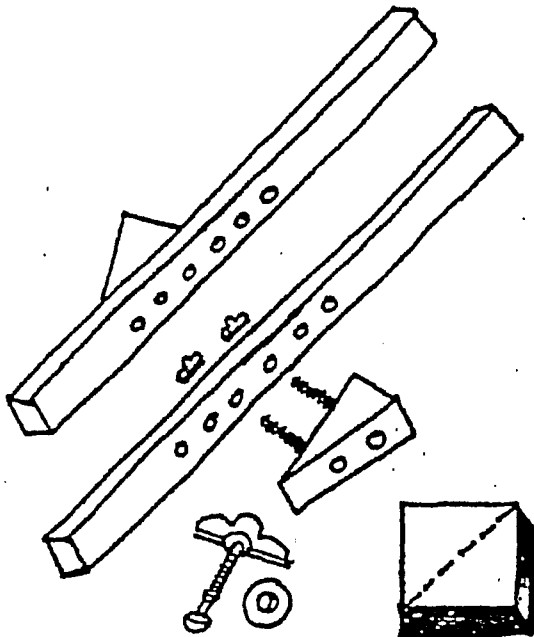
Make a pair of stilts out of 1"x2" lumber and a piece of 2"x4".

Round off corners of 1"x2" with sandpaper so the edges won't cut into your arms.

Foot rest -2"x4"x6". Cut across as shown.

Drill holes for 1/4" round head bolts.

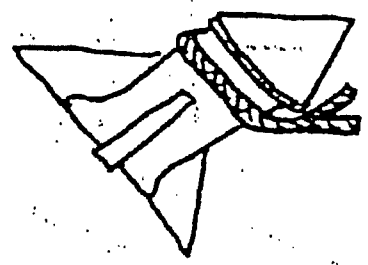
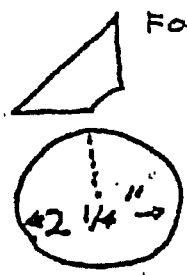
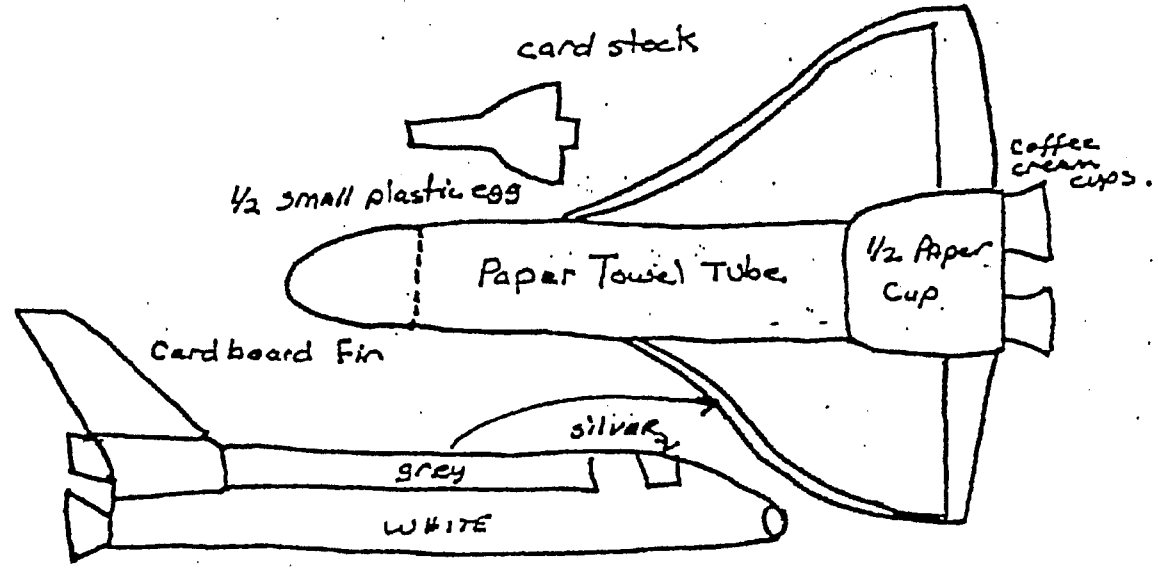
Drill holes in leg 3" apart. Then you can raise or lower the footrest.



The whole Tiger Den can make themselves a pair boys love to Pork with wood as much as possible.

SPACE SHUTTLE

Let's hop aboard our own space shuttle and go visit another planet. This will be the very best way for us to have Adventures in the Sky!

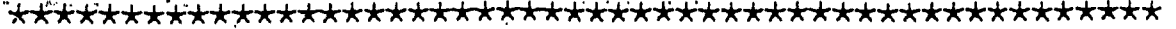


ROCKET TIE SLIDE

Materials:
 Small wood or foam spool,
 meat tray
 pipe cleaner
 construction paper or
 craft foam

Cut the fins from the meat tray using the outline shown. Make three fins and notch for the spool. Paint the spool a desirable color with poster acrylic paint. Make the nose cone from a circle of paper or craft foam. Slit it, and overlap it to fit the spool. Glue it on. Glue the fins so that there is one on each side and one in front. Twist a "pipe cleaner" in a contrasting color above the fins and in the back for the slide.

☺ You might be a Scouter if you own little bits of every color felt.

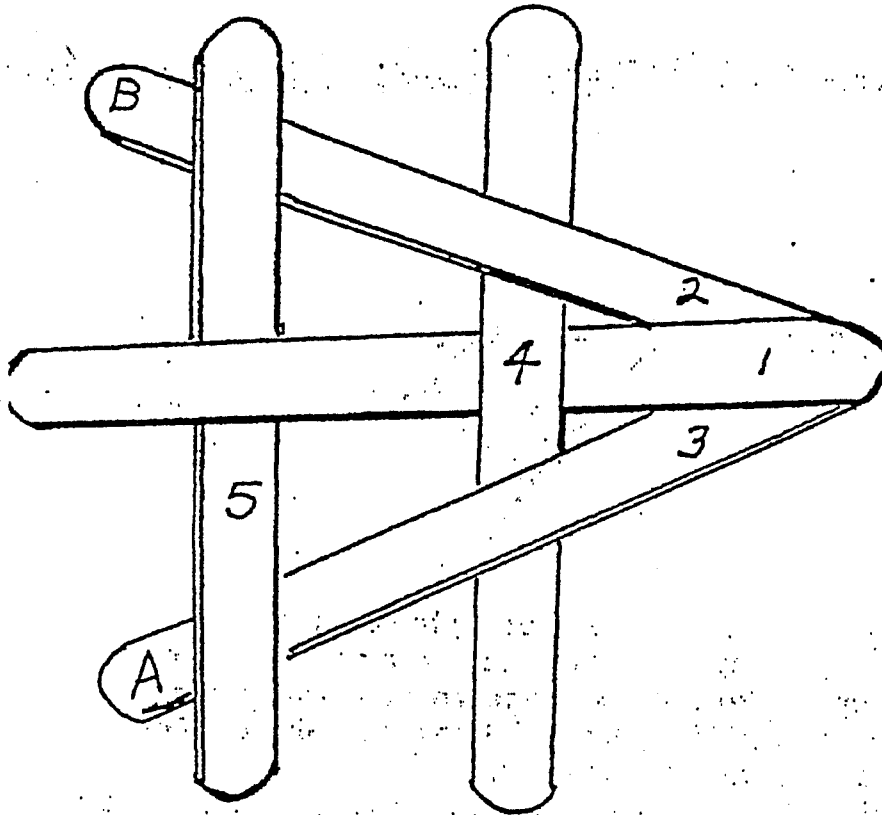


CRAFTS

POPSICLE STICK BOOMERANG

Materials: 5 popsicle sticks

1. Make a "V" with sticks #2 and 3, place #1 on top of them.
2. Weave sticks #4 and 5 as indicated.
3. Hold by point A or B as indicated and throw like a boomerang.
4. The popsicle stick boomerang will break apart on contact with any object or person.





Snowglobe

About this project -

This is an easy inexpensive project that I did with my kindergarten students. It makes a great gift for any occasion and is fun to make!

This project is rated **EASY** to do.

Supplies - baby food jars (medium or large jars), florist clay, small figurine, white glitter or fake snow (available at stores during the holiday season), glue gun/glue or aquarium sealing glue (hot glue is cheaper). *Optional: any ribbon, garland plastic greenery.

Project how to -

Goodies

1. Make sure jar is washed and clean. **Note:** Any jar will do if you desire a larger snow globe.
2. Attach figurine to inside of jar lid using florist clay. If you are using a small object, it's a good idea to *build up* the clay so the object will appear taller. Attach any optional items with the clay (greenery, berries, etc.). *Use your imagination, but make sure it is waterproof and won't dissolve.*
3. Fill jar with water to within 1/2 inch (1 cm) of top. *Use cold water, warm water tends to cloud.* Sprinkle 1 tablespoon (25 ml) of glitter, or *snow* into water.
4. Insert figurine in water, screw on lid. Let stand overnight -- lid side up.
5. Use glue/sealer to ensure waterproofness and attach decorative ribbon over lid. You may also paint the lid rather than use ribbon. Use your imagination, the possibilities are endless!

Tips:

1. Make sure the objects are secure in the clay, you could even glue them for added security.
2. Before glueing or sealing the lid, make sure you have sufficient amount of glitter. Depending on the size of the jar, you may need more or less.
3. To make a more elaborate snowglobe, add tiny objects to *float* in the water, use a drop of colored oil to create a *swirling* effect, use food coloring in the water, various colors glitter, etc. This can be altered in any way to be a *one-of-a-kind*. Use your imagination and have fun.
4. Choose a theme: birthday, sports, holiday, Victorian, seashells, etc.
5. This activity may be used with any size jar, have fun with this and be creative.



Pine Cone Turkeys

About this project -

This turkey is colorful and easy for youngsters to make. When complete, they make cute table decorations at each place setting for Thanksgiving dinner or for your holiday parties.

This project is rated **EASY** to do.

Supplies -

- Plump Pine Cones (spherical shaped about 1 1/2"-2" diameter)
- Bumpy Chenille Wires (1 red, 1 orange, 5 other colors)
- Glue (craft, wood, or all purpose that dries clear)
- Wire Cutter

Project how to -

1. Make sure each pine cone is dried thoroughly.
2. Cut the bumps apart in each chenille wire. *Using wire cutters, cut in the center of each place where the wire narrows down--you want the bumps whole and fluffy.*
3. Take one red bump and shape into an 'S'. Glue this to the rounded end of the cone with the bump protruding somewhat above the cone for the head of the turkey.
4. Take one orange bump and shape into a 'V'. Glue this under the bottom of the round part of the cone for the legs and feet. *The feet can be shaped later. Toes can even be added.*
5. Take five to seven other bumps and carefully bend them so the narrow ends can be twisted together leaving the puffy end somewhat rounded. Glue as many of these as nicely fits close to the flatter stemmed end of the pine cone remembering to use glue only on the twisted end of the chenille wire.
6. Let dry and then adjust shaped of chenille wires to make your turkey look more realistic.

Tip: If you would like to use these as napkin rings, cut the orange chenille wires longer and make them into a circle and glue circle on bottom of turkeys.

This project was contributed by:

Geodine

Ornaments

Simple but beautiful ornaments can be created by layering bits of colored tissue paper. The finished product has a glossy shine and a stained glass effect. Hang them in windows so the light filters through the colors.

Materials:

- Assorted colors of tissue paper
- Wax paper
- String or yarn
- Scissors, paintbrushes and hole punch
- LINIT® Liquid Starch

*GREAT HOLIDAY GIFTS
AND A PERFECT
PROJECT FOR CRAFTERS
OF ALL AGES!*

Process:

1. On a sheet of wax paper, paint a layer of LINIT® Liquid Starch.
2. Place different colors of tissue paper on the wax paper base, overlay papers to create different colors.
3. Paint with more LINIT® Liquid Starch and add a second layer of tissue paper.
4. Allow to dry. Then peel away wax paper.
5. Cut into creative shapes. [TIP: Use fun cookie cutters to trace shapes!]
6. Punch a hole and add string, ribbon or yarn for hanging.

Treasure Boxes

An ordinary crafters paper box can be transformed into a lovely treasure box. Store jewelry, change or special keepsakes inside.

Materials:

- Paper box (light cardboard) any size
- Tissue paper in assorted colors
- Cut-out pictures [TIP: seed catalogs offer great possibilities]
- LINIT® Liquid Starch
- Aluminum foil
- Paint brush

*USE YOUR IMAGINATION IN
COLORS AND PATTERNS
AND MAKE A TRULY
PERSONAL STATEMENT!*



Process:

1. Tear the tissue paper and/or pictures into small pieces. (You choose how many you want to use, and how small you want the pieces to be.)
2. Paint the box with undiluted LINIT® Liquid Starch.
3. Apply the paper (and pictures if you are using them) randomly.
4. Apply a coat of LINIT® Liquid Starch.
5. Allow the box to dry overnight on an aluminum covered tray.
6. Top with ribbon, silk, or dried flowers for an even fancier look.

[TIP: You may want to cover the inside, too!]

"Stained Glass" Candle Holders

Crafters of all ages can create a lovely, unique finished product within a half hour. It makes a wonderful gift!

Materials:

- Clear glass container (jar, small glass)
- Tissue paper in assorted colors
- LINIT® Liquid Starch
- Paint Brush
- Votive or tea candle, depending on size of container



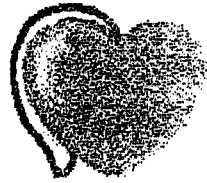
HOW CAN SOMETHING
SO BEAUTIFUL BE
SO EASY TO MAKE?

Process:

1. Tear the tissue paper and/or pictures into small (1") pieces.
2. Paint the container with undiluted LINIT® Liquid Starch.
3. Apply the tissue paper to the container with your fingers, overlapping to create different colored effects.
4. Once the container is covered, apply a coat of LINIT® Liquid Starch over all the pieces.
5. Allow the container to dry overnight on an aluminum covered tray.
6. Place the candle in the container.

[TIP: Try using red, green, and gold tissue paper for Christmas candle holders. Group several on your mantel or table centerpiece for a fabulous, festive look.]

Craft Exchange



Bath Buddies

About this project -

I have used this project at camp and in a kindergarten classroom and both times it has gone over very well!

This project is rated **EASY** to do.

Supplies -

- Ivory Snow detergent (or any other soap flakes) *If you can't find soap flakes, see [tips](#).*
- Liquid food colouring
- Water
- Vegetable oil
- Bowl
- String (if you want soap on a rope)

Project how to -

1. In a bowl pour approximately 3 cups of soap flakes.
2. Add 1 to 1 and 1/2 cups of water with a few drops of food colouring added to it.
3. With your hands mix the contents of the bowl until it forms the consistency of play dough.
4. To shape it, take a drop or two of vegetable oil and rub it between the palm of your hands -- now shape anyway you wish.
5. If you want to make a soap on a rope, cut a piece of string and tie the ends together. Push the knotted end gently into the your finished shape.
6. Let the completed soap stand to set over night

More soap fun:

- Jan Medley has some great ideas for making [shaped soaps](#).
- Kathy Johnston shares another [soap making recipe](#) using glycerin soap and a microwave.

Tips:

- If you can't find soap flakes, you can make your own. Get some bars of pure soap and finely grate them to make soap powder. This powder may not need as much water to be workable. Start with just 1/3 to 1/2 cup per 3 cups of soap powder. Add more as needed.
- Make shaped soap with candy molds. Press *soap dough* into lightly greased candy molds. Let set-up overnight before unmolding.

[[Back to Craft Exchange homepage](#)]

Craft Exchange



Fork Windchime

About this project -

This project is from the Baby Sitters Club Movie. It is where you can recycle old forks into a windchime!

This project is rated **AVERAGE** to do.

Supplies -

- Forks (old ones)
- Hammer
- Pole (2 feet long)
- Crepe paper (3 feet long)
- Thick string (25 centimeters/10in long lengths)
- Glue (strong craft glue)

Project how to -

1. Get the forks and the hammer.
2. Get the thick string
3. Flatten down the forks, just tap with hammer. *Bang the tips so it could play better*
4. Now glue 2 forks together at a time to string -- just barely dab a drop of glue.
5. Get the crepe paper and glue it to the pole.
6. After you get that done get the glued forks on the string and glue it to the pole.
7. Let it dry for about 20 minutes or more and then hang them up and enjoy!

This project was contributed by:

Nicole Danielle Jornet

I hope this works! I just tried another project last week and this one better work like the one on BSC movie!

Geeshies



Mini Movie

About this project -

How do movies move? Here's how to make a toy, called a thaumatrope, that will reveal the secret.

Geodines

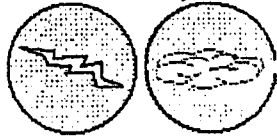
This project is rated **EASY** to do.

Supplies -

- a pen
- white or coloured paper
- glue
- cardboard (bristol board or cereal boxes are good)
- scissors
- string
- crayons or markers
- mathematical compass or jar lid to trace

Project how to -

1. Trace a circle of cardboard with a diameter of about an inch-and-a-half (anything goes as long as it's not too big -- experiment!).
2. Cut it out, and trace two paper circles the same size as the cardboard.
3. Cut them out. On one circle, draw and colour a lightning bolt. On the other, draw a cloud.



Colour these.

4. Glue one picture on each side of the cardboard circle.
5. Punch a two holes in the cardboard; one on each side.
6. Thread a piece of string through each hole.
7. Tie a knot in each piece of string to make 2 loops.
8. Twirl the disk by first twirling the string. As you twirl, watch the lightning bolt and the cloud. Like magic, the lightning bolt will be coming from the cloud!

[[Back to Craft Exchange homepage](#)]

Craft Exchange



Wallpaper Art

About this project -

This is an easy project for all ages -- very little prep time and low cost.

This project is rated **VERY EASY** to do.

Supplies -

- prepasted wallpaper scraps
- paper bag or oak tag
- water
- scissors
- bowl

Geodites

Project how to -

1. Cut pieces of scrap prepasted wallpaper into shapes, strips, or designs desired. Give each child a pile of shapes. OR - give each child a sheet of wallpaper and allow them to cut the designs out themselves.
2. Give each child a bowl with a small amount of warm water in it.
3. Have child dip shape into bowl and put onto paper. Oak tag or paper bag will work better than construction paper.
4. Other media to use as a base are framing mat scraps, *usually available for free from frame stores*, cardboard, or anything else that wallpaper will stick to.

[[Back to Craft Exchange homepage](#)]

Craft Exchange



Valentine's Day Pins

About this project -

These pins can be used for any holiday. There are many plastic candy molds available. I chose a heart candy mold which created beautiful Valentine's Day pins. I am the room mother for my son's class at school. I pre-made 30 of these pins in advance and I scraped each child's initial on the back. During their Valentine's Day party they painted them, I varnished them, and the student had a wonderful present for their mother for Valentine's Day! To add an extra touch I used a clear sparkling acrylic paint to seal them.

This project is rated **EASY** to do.

Supplies -

Geochies

- plaster of paris
- water
- measuring cup with a pour spout
- mixing spoon
- plastic candy mold
- pin backs
- paint
- paint brushes
- clear glaze or clear spray paint

Project how to -

1. Follow the instructions on the back of the plaster of paris carton and prepare a small portion at a time. Keeping in mind that this does set fairly fast.
2. Pour the mixture into a candy mold of your choice. I chose a beautiful, detailed heart approximately 2" in size.

Continue to fill up the entire mold. Do not over fill.

3. As soon as you fill one heart or other shape, place a pin back into the plaster of paris. Hold until it stands freely. A few seconds.
4. Let dry overnight. Pop out the pins when dry and let your child(ren) paint them. When the paint is dry, an adult can spray a glossy clear paint on the pin to finish.



Candy Cane Reindeer

About this project -

Simple project for kids. Very inexpensive - even in large numbers for a class.

This project is rated **EASY** to do.

Supplies -

- Candy Cane (I use 6 inch, individually wrapped)
- Ribbon - 8 inch piece
- Wiggly eyes - 2 (I use 5 mm)
- Red or Brown pompom (very small)
- 18" pipe cleaner - 2 (craft kind - use any color but I particularly like to use gold metallic)

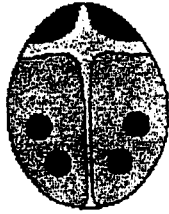
Project how to -

1. Leave the wrapping on the candy cane (so the kids can eat it later).
2. Glue eyes on rounded face of the candy cane.
3. Glue red pompom on the face for a nose.
4. Tie ribbon into a bow on the straight part of the candy cane.
5. Cut one of the pipe cleaners in half.
6. Use the full pipe cleaner and wrap it around the crook of the candy cane (both sides equal) to make the beginning part of the antlers.
7. Use 1 of the cut pipe cleaner pieces to wrap around the left antler and repeat it on the right side.
8. Manipulate the pipe cleaners to look like antlers.

This project was contributed by:

Kim

I don't remember how I found this craft item but the kids at school have loved it for about 8 years now. It makes a great class take-in and doesn't cost a lot. Even the teachers like it. It can be used to decorate the tree, packages, or just a fun piece of candy for the kids to eat and it is so easy the kids can help make all you need for the season.



Love Bugs

About this project -

This project is easy and can be used by 2 years and up. We give these to parents, teachers and grandparents -- they love them.

This project is rated **VERY EASY** to do.

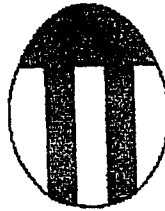
Supplies -

- plastic spoons
- plaster of paris
- plastic wiggly eyes
- paint (assorted colors, use non-toxic with children)
- jewelry pin backings or magnets
- cotton swabs or paint brushes
- clear acrylic spray
- newspaper
- butter knife
- silk flowers or small potted plant

Geodines

Project how to -

1. Lay out plastic spoons on newspaper. Your child can do this while you are mixing the plaster of paris.
2. Place plaster in the well of the spoons and level with butter knife. Let stand a minute or two and then press on pin backings (*for pins to wear*) or magnets (*for the fridge*). Let dry completely.
3. Pop out plaster from spoons by pressing the outer edges of the spoon. With butter knife smooth edges of bug easily. Place on the news paper you used to dry on for painting.
4. Paint bugs with any color paints, it doesn't even have to be the same color the weirder the better. I let small children paint with cotton swabs and the older with brushes.



5. While the paint is still wet and the kids are done painting place two wiggly eyes on (*you can place them on later but you will have to use glue*). When all done, spray with acrylic and let dry.
6. When all dry, place pinned backed ones on a silk flower (*we use real flowers and pin them to the floral paper*). Place magnet ones in potted plant and give to someone special.

This project was contributed by:

Heather Howell, stirling@sound.net

My two year old really enjoyed this craft. He gave these to his grandparents and teacher. They really loved getting something hand made and a fresh flower. These make great gifts for Valentines Day

HOW TO MAKE BIRTHDAY CUBE GIFT BOX



Here's what you need -

Computer paper, scissors, glue, crayons or markers.



Before you start -

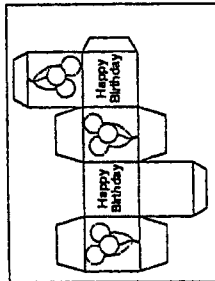
1. Make a place to work. Protect the table with a big sheet of paper.
2. Get everything you need to do the project.
3. Read all the directions.
4. Think about the project. Imagine how it will look and what you will do with it.

Are you ready? Okay, get started!!!

Step 1 - Print

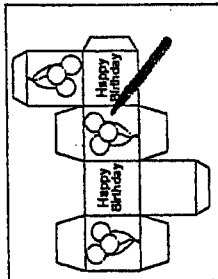
Click on the Print button to print Birthday Cube Gift Box.

There is one piece on the page. The four rectangles in the center are the box sides. The glue tab is at the end of the row of sides. The other two boxes are the top and bottom lids. Each of these boxes has one flap attached. Two of the sides have a pair of box flaps attached.



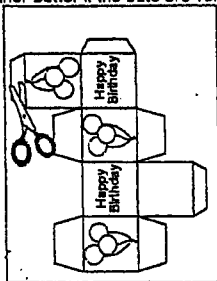
Step 2 - Color

Color the box with any colors you like. The box flaps, lid flaps, and glue tab do not need to be colored.

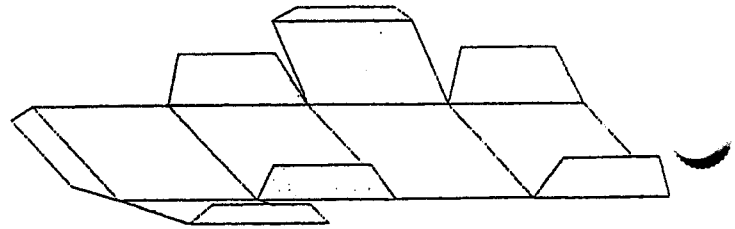


Step 3 - Cut

Cut around the box on the solid black lines. Try to make your cuts very straight. The box will be stronger and go together better if the cuts are very straight.

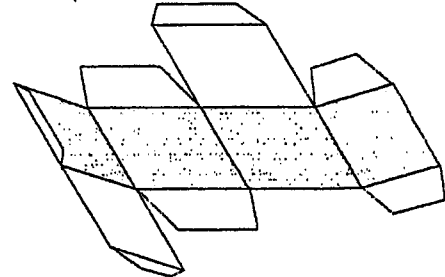


Turn the box with the colored side down. Fold lids, lid flaps, and box flaps in on the black lines. Flatten the box out again.



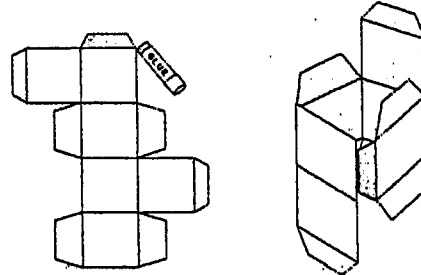
Step 5 - Fold Sides and Glue Tab

Keep the colored side down. Fold the glue tab in on the black line, then fatten it. Fold each side in on the black line, then flatten it.



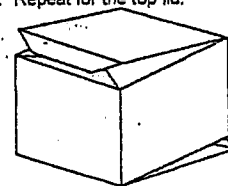
Step 6 - Glue

Put glue down the entire length of the glue tab. Shape the sides into a box shape and glue the tab to the inside of the last side.



Step 7 - Close Lids

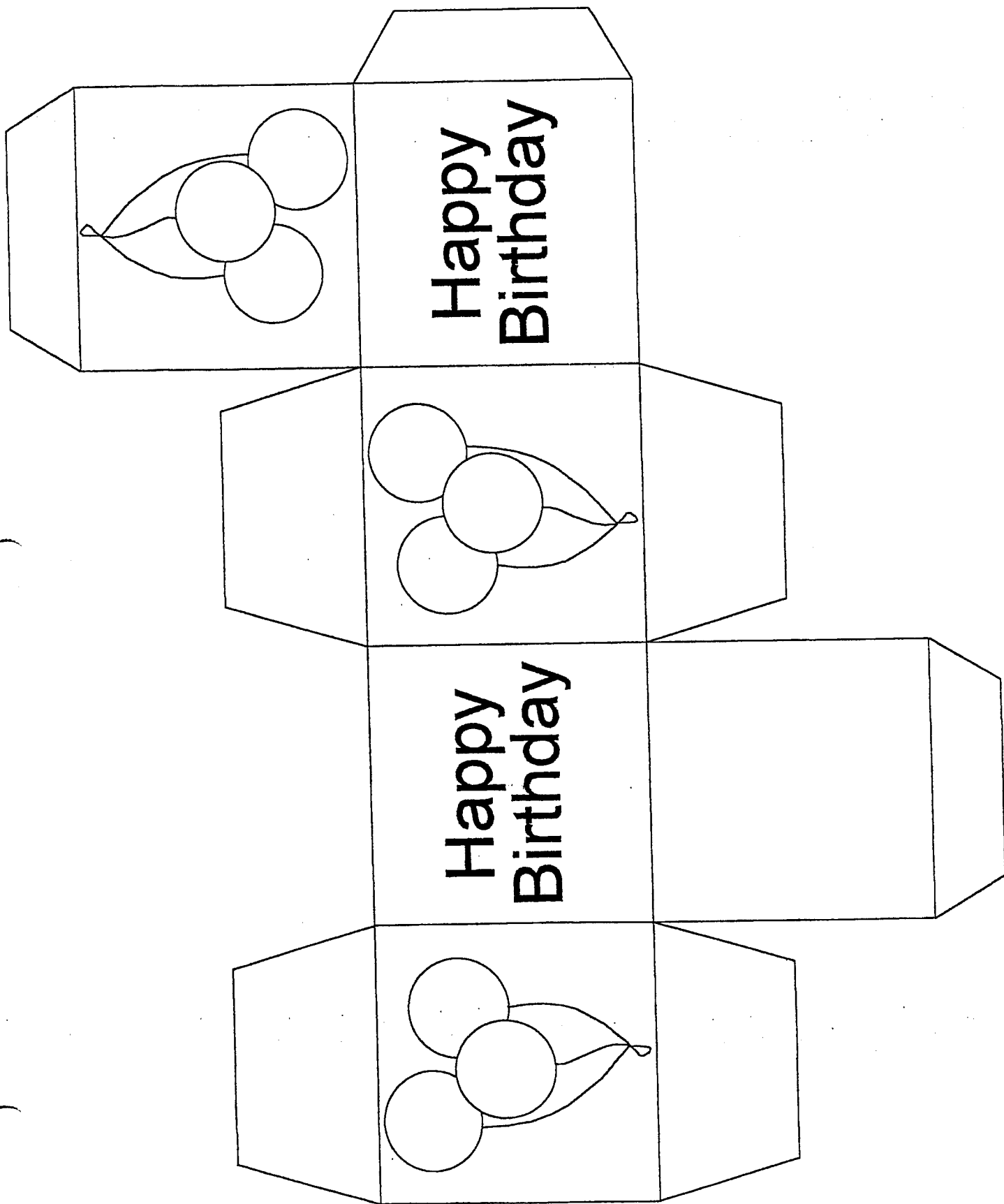
To finish your box, fold the bottom flaps in and close the bottom lid over them. Tuck the bottom lid's flap inside the box. Repeat for the top lid.



What are you going to put in your box? Make some tiny toys to put in the box by selecting the Tiny Toys option in this project. Or, the rhinoceros and bighorn sheep puppets fit into the cube.

The End

Happy Birthday Cube Gift Box



HOW TO MAKE HOUSE FLY FLYING INSECT



The antennae and wings are shaped by curling. Wrap the antennae around something small like a pencil. Curl the wings at the tips around something fat like a marker or glue stick. Experiment with the curling to get the shape you want. Try curling forward or backward and tight or loose.

Here's what you need -

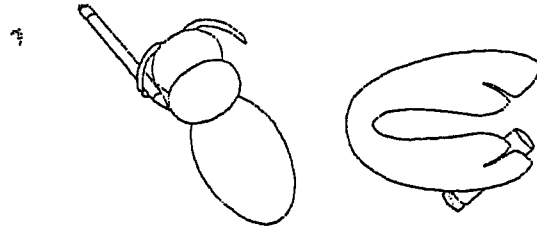
Computer paper, scissors, glue, crayons or markers.



Before you start -

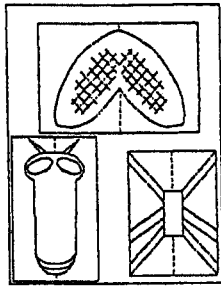
1. Make a place to work. Protect the table with a big sheet of paper.
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Are you ready? Okay, get started!!!



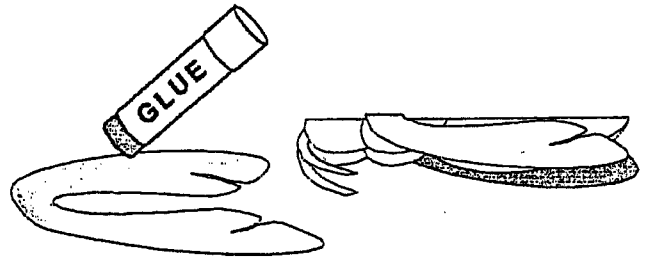
Step 1 - Print

Click on the Print button to print House Fly Flying Insect. There are three parts for the fly - body, wings, and legs.



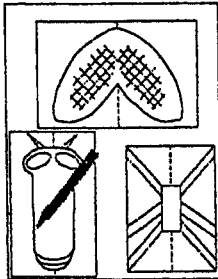
Step 5 - Glue Wings to Body

Put glue on the back of the wings at the top. Attach the wings to the body at the base of the head.



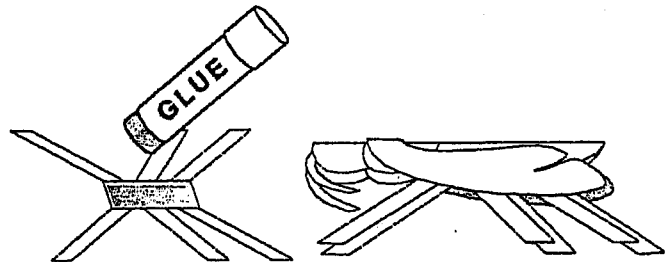
Step 2 - Color

Color the fly any colors you like. Flies are mostly black with some shiny green and purple on the body and head.



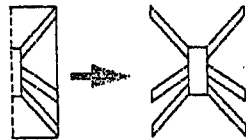
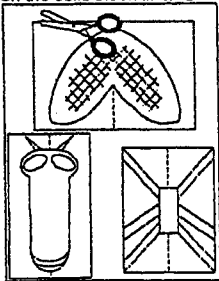
Step 6 - Glue Legs to Body

Put glue on the rectangle in the center of the legs. Attach the legs to the bottom center of the body.



Step 3 - Cut and Fold

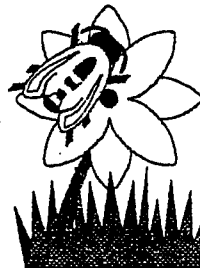
Cut out the box around each part. Fold each box in half on the dashed line. Cut around the part on the solid black line. Do not cut through the fold. Repeat for each body part.



Note: The firefly wings will be in two pieces after cutting.

Step 7 - Finish Project

Fold the legs down from the body. Choose a way to display your insect.

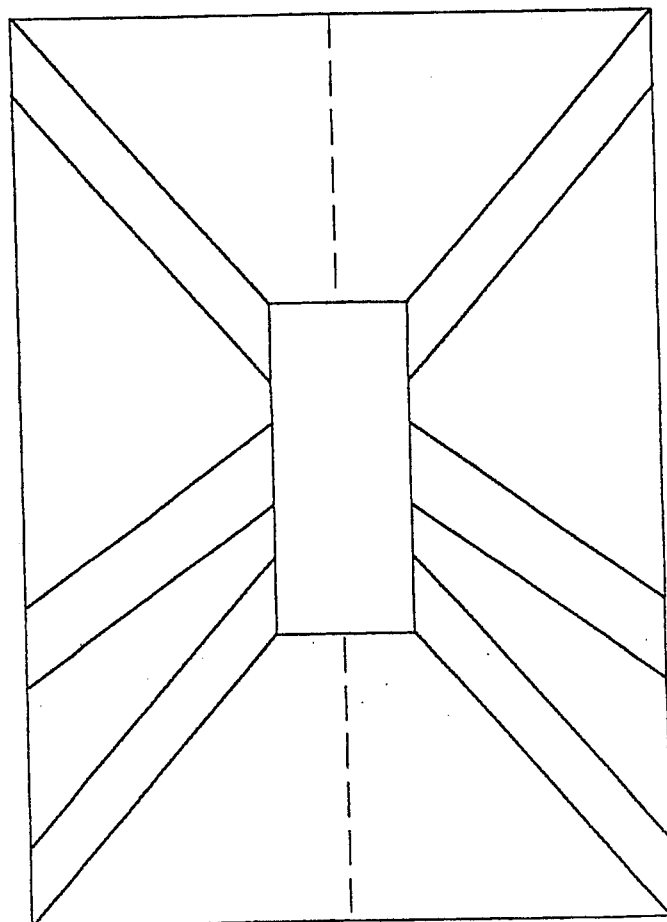
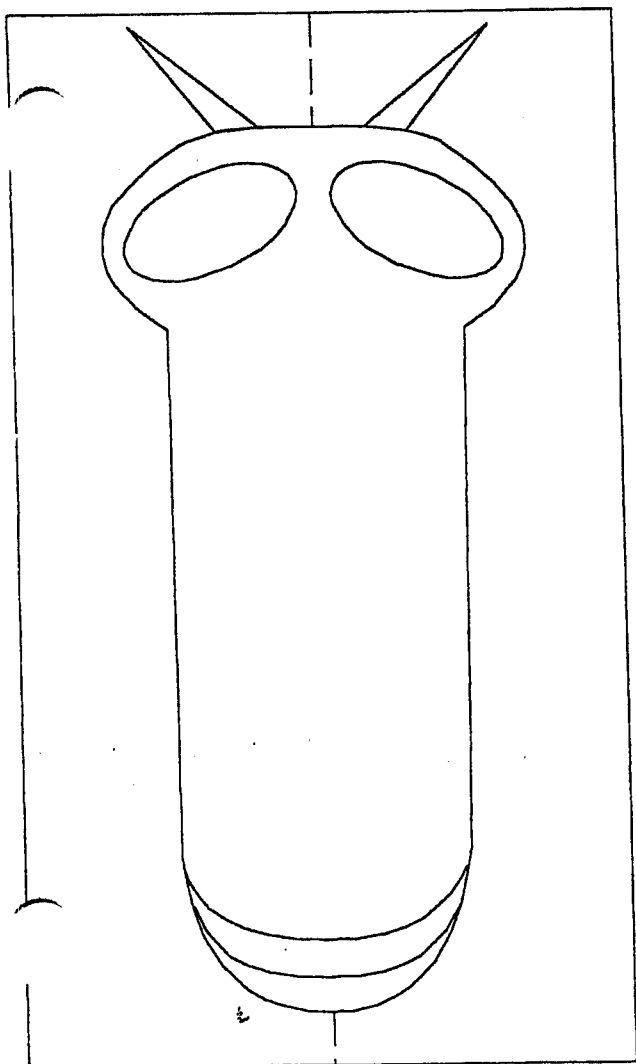
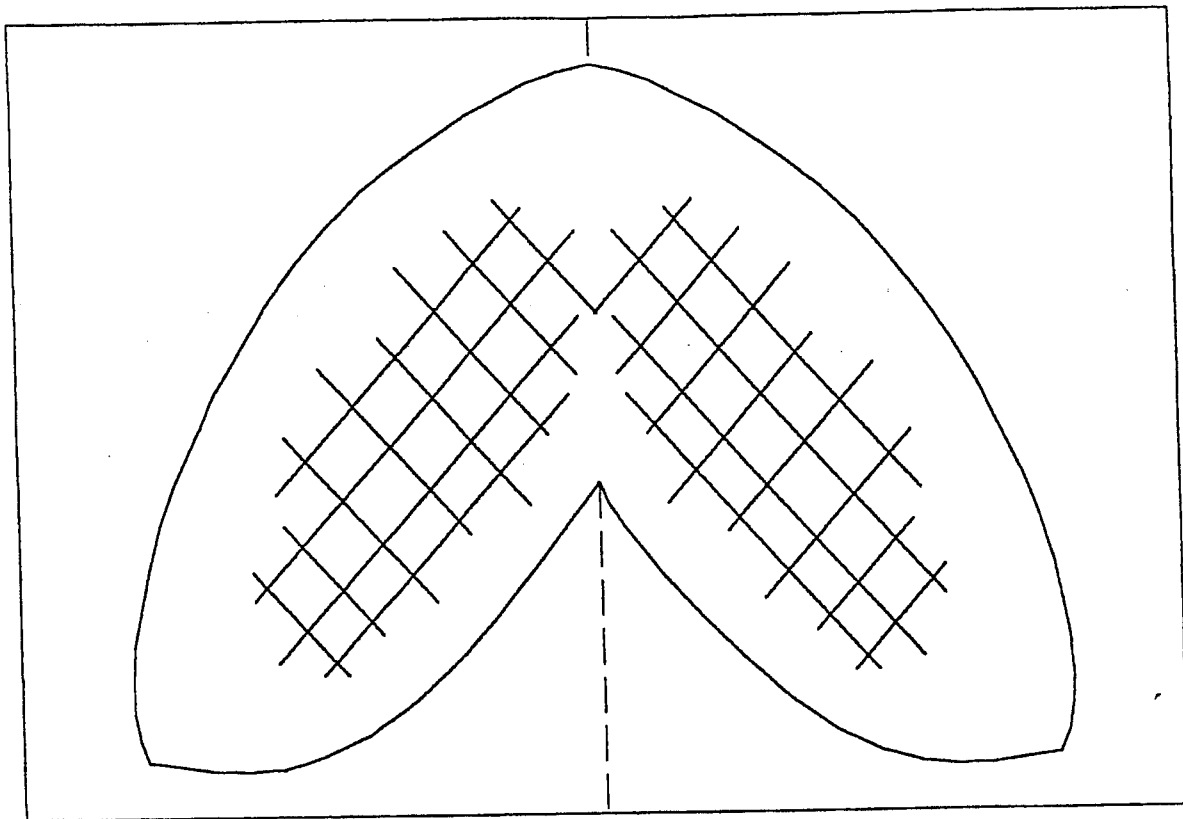


- (1) You can hang it from a string attached to its back.
- (2) You can mount it on a picture by gluing its feet down. (Print the Daisy Background in this project or draw your own picture.)
- (3) Or you can make it stand up by making the legs stronger. Fold the legs in half lengthwise or glue small pieces of cardboard to the backs of the legs.

The End



House Fly



HOW TO MAKE DAISY IN PLAIN VASE



Here's what you need -

Computer paper, scissors, glue, crayons or markers.



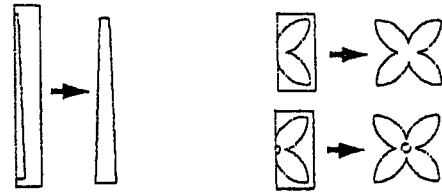
Before you start -

1. Make a place to work. Protect the table with a big sheet of paper.
2. Get everything you need to do the project.
3. Read all the directions.
4. Think about the project. Imagine how it will look and what you will do with it.

Are you ready? Okay, get started!!!

Fold the flower and stem parts in half on the dashed line. For each part, cut around the shape (do not cut along fold). Now, open the part flat and trim around the edges, if needed.

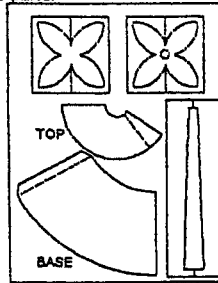
With just one cut you made both sides of these shapes the same.



What other shapes can you make by cutting paper that is folded in half?

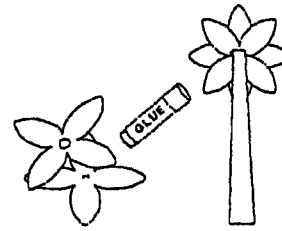
Step 1 - Print

Click on the Print button to print Daisy in Plain Vase. You will have five patterns - two flower parts, stem, and two vase parts.



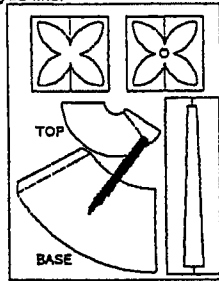
Step 5 - Glue Flower

The flower has two flower parts. The one with the circle in the center goes on top. Put glue in the middle of the bottom flower part. Attach the two flower parts at the centers. Next, glue the stem to the center of the flower back.



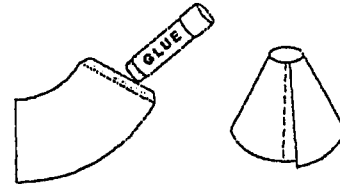
Step 2 - Color

Color each pattern piece. These are daisies which are usually white or yellow with black centers. Or choose any colors you like.



Step 6 - Glue Vase

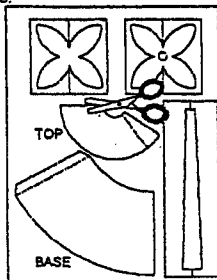
To form the vase base, put a small amount of glue on the glue tab. The glue tab is marked by the dashed line. Form a cone shape by overlapping the other edge to the dashed line. Do the same for the vase top.



You don't need to color the glue tabs on the vase parts.

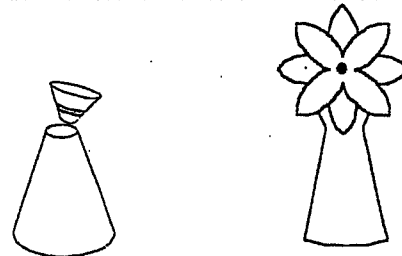
Step 3 - Cut

Cut around each pattern piece on the solid black line. For now, just cut out the boxes around the flower and stem parts.



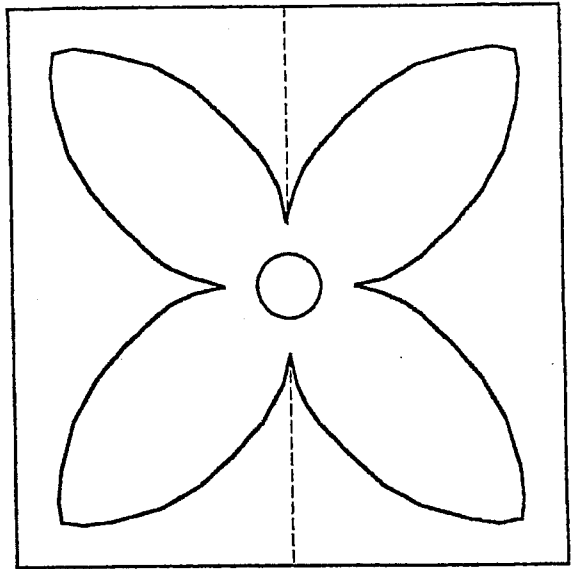
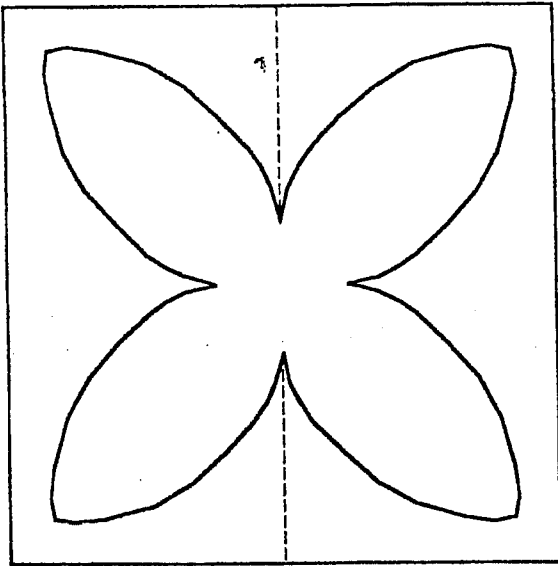
Step 7 - Put It Together

Insert the small end of the top piece into the small end of the base. You can glue the two pieces together. Put glue around the outside of the top where it joins the base. To finish, insert the stem and flower into the vase. Fold the stem to fit into the small hole.

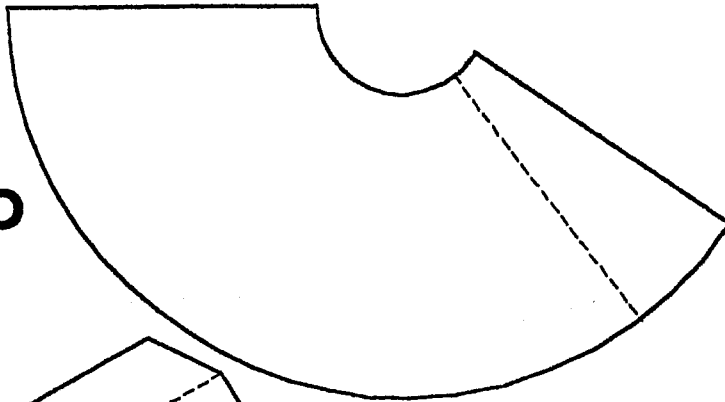


The End

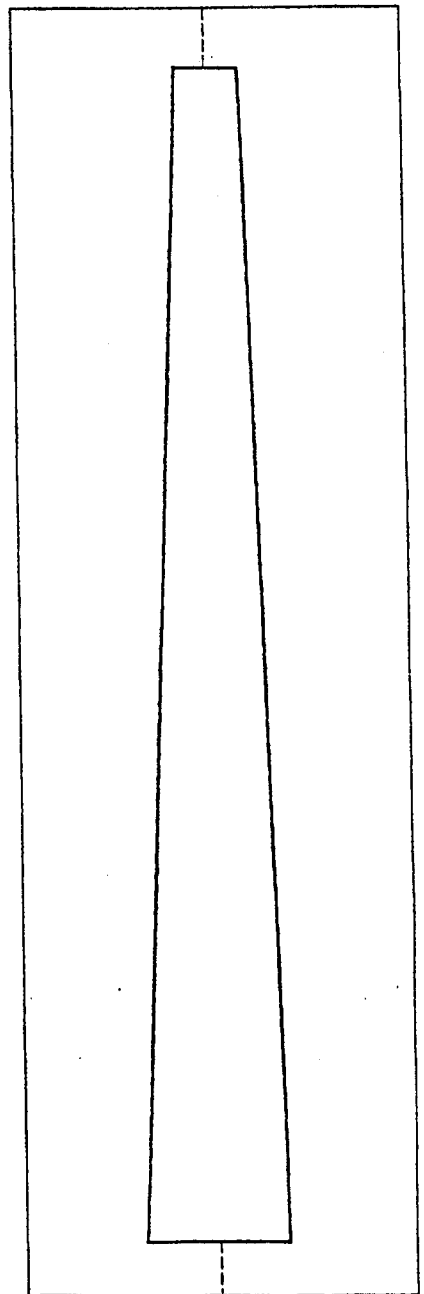
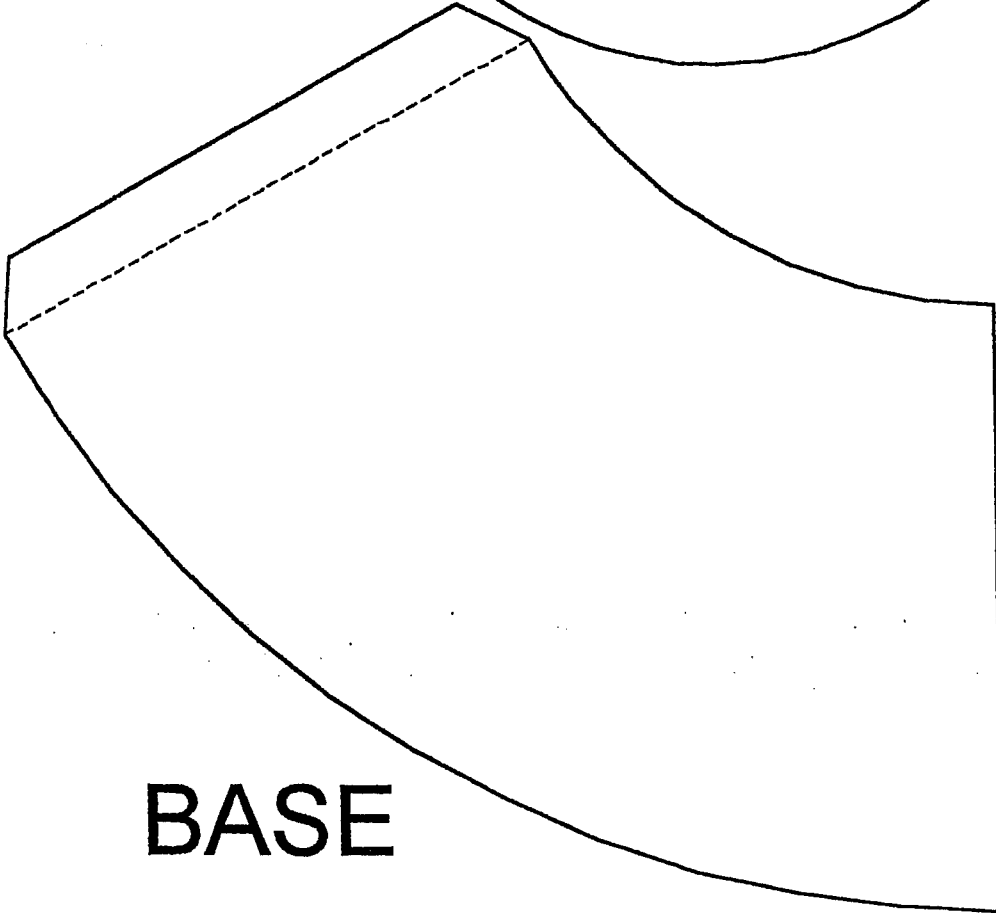
Daisy in Plain Vase



TOP



BASE





Here's what you need -

Computer paper, scissors, glue, crayons or markers.

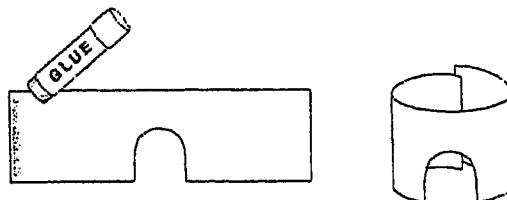


Before you start -

1. Make a place to work. Protect the table with a big sheet of paper.
2. Get everything you need to do the project.
3. Read all the directions.
4. Think about the project. Imagine how it will look and what you will do with it.

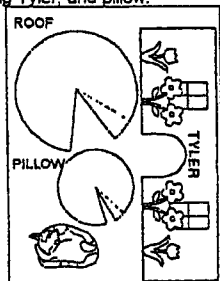
Are you ready? Okay, get started!!!

piece. Join the two ends with an overlap of about 1/4 inch. You have formed a cylinder shape.



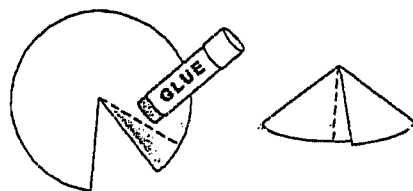
Step 1 - Print

Click on the Print button to print FANCY TYLER'S HOUSE. You will have four patterns - house walls, house roof, sleeping Tyler, and pillow.



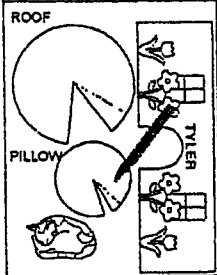
Step 5 - Glue House Roof and Pillow

To form the roof, put a small amount of glue on the glue tab. The tab is marked by the dashed line. Overlap the other edge of the pie shape to the dashed line. You have made a cone shaped roof. Do the same for the pillow.



Step 2 - Color

Color each pattern piece with any colors you like. For the roof you could draw roof shingles or tiles. It might be fun to draw something silly like stripes or dots.



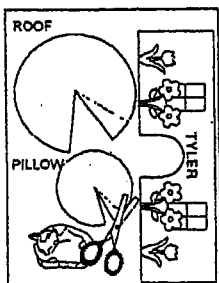
Step 6 - Glue Tyler to Pillow

Attach the sleeping Tyler to the pillow with a small amount of glue. Be sure to glue Tyler to a slanting part of the pillow. Be sure all of Tyler is above the bottom of the pillow.



Step 3 - Cut

Cut around each pattern piece on the solid black line. The roof and pillow are circles with pie shaped pieces cut-out.



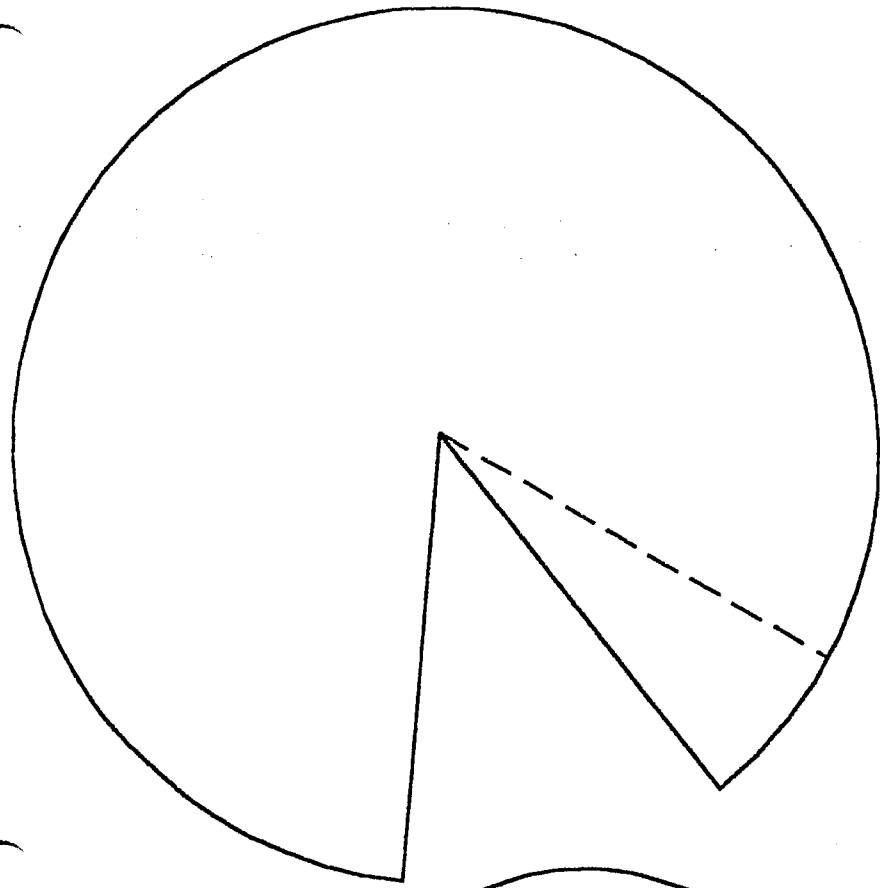
Step 7 - Put Together

Put Tyler and his pillow inside the house walls. Put the roof on top of the walls.

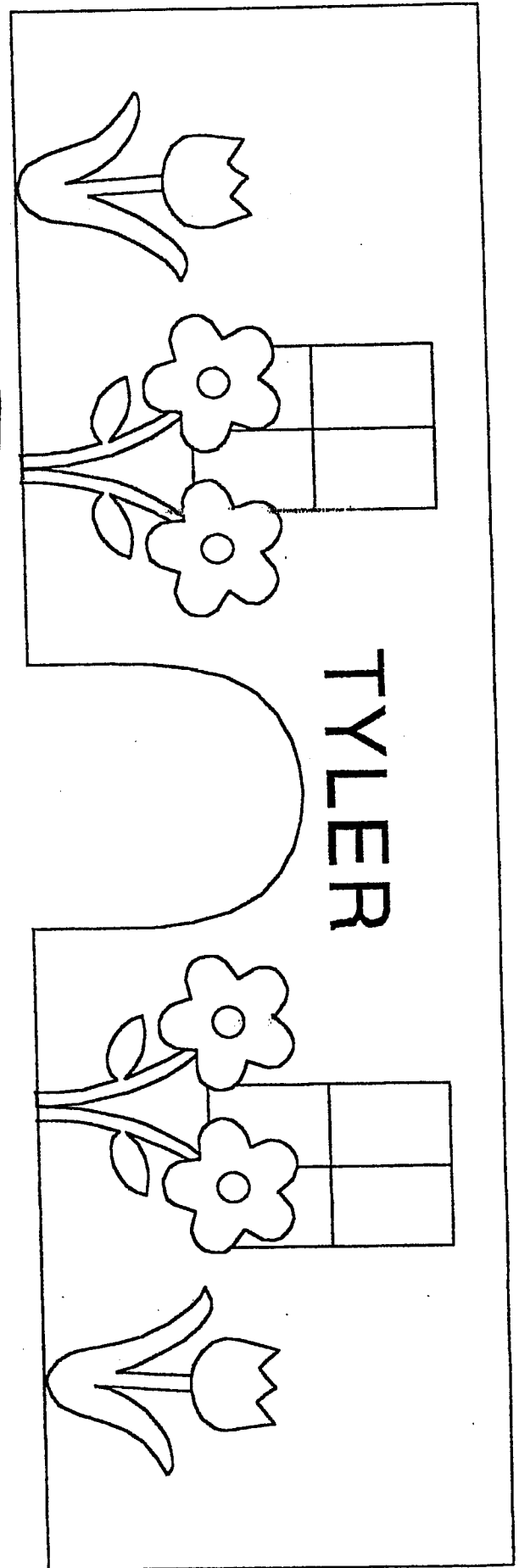
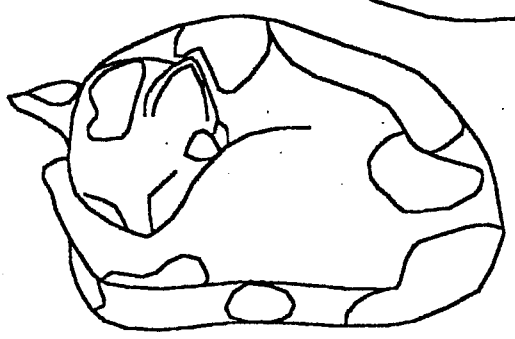
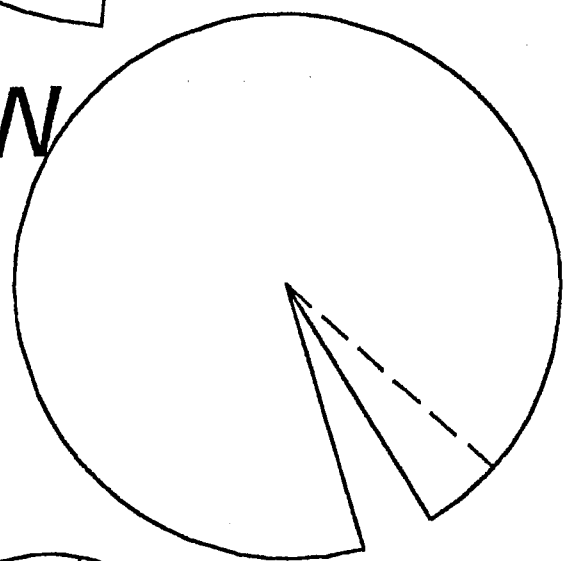


The End

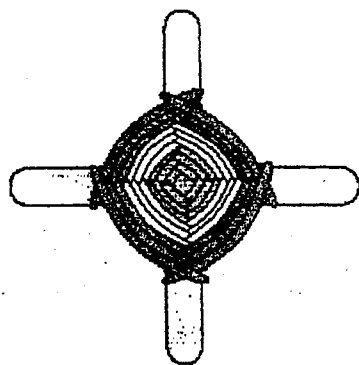
ROOF



PILLOW



TYLER



God's Eyes

About this project -

I learned this project at a Girl Scout event. I hope you like it.

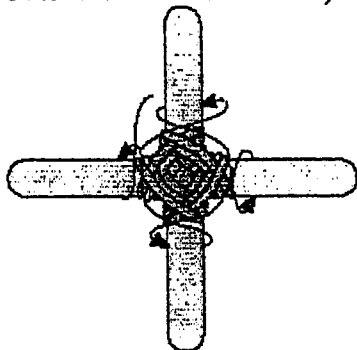
This project is rated VERY EASY to do.

Supplies -

- string or yarn in several colors
- two Popsicle or craft sticks
- glue
- scissors

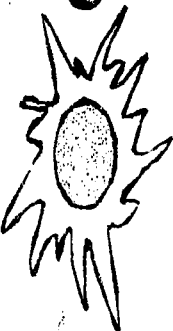
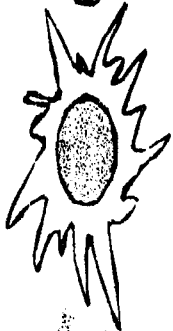
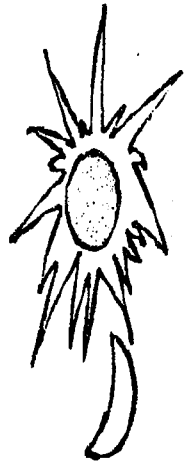
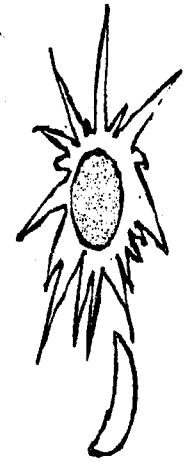
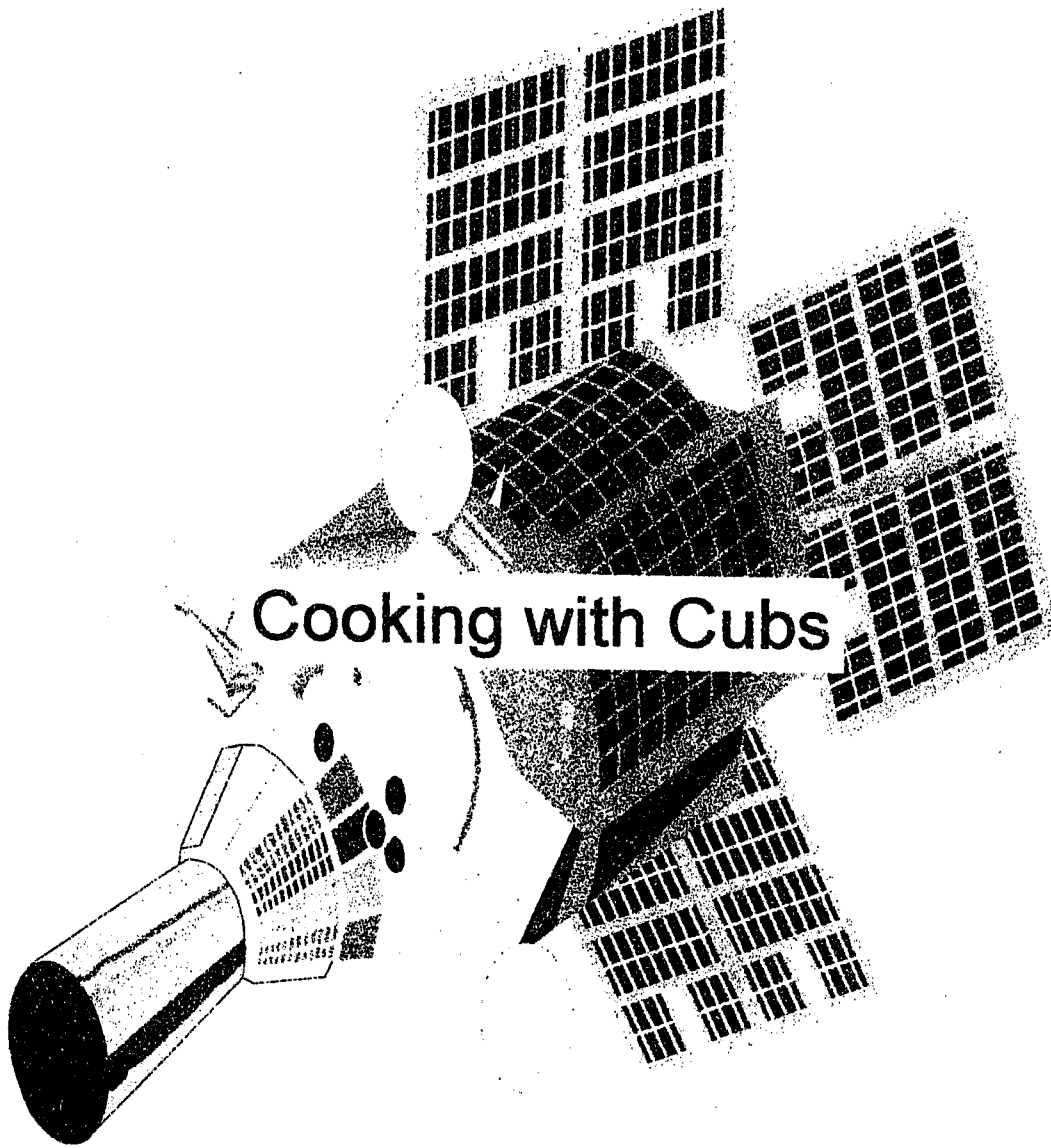
Project how to -

1. Glue the two craft sticks together in a cross.
2. Take one color of yarn and wrap it over and around one stick, then over and around the next, over and around the next, and so on. Keep doing that until the color is used up.



3. Tie a different color string onto the old one with a tight knot.
4. Repeat steps 2 + 3 until complete.
5. Take a piece of string for a hanger, cut it, and tie or glue it to your God's Eye. Hang it up in your room to enjoy.

Cooking with Cubs



COOKING WITH GUBS SAFETY TIPS

Have a fire extinguisher on hand and teach the boys how to use it.

Wash hands often.

Roll up sleeves before beginning.

Have one assistant for every 3 or 4 boys.

Have lots of hot pads, oven mitts and towels on hand. Make sure they're dry.

Do any shredding or chopping first while attention is good.

Use a stove stool so the boys are looking down on the stove.

Stir hot food with a wooden spoon or spoon with a wooden handle.

Put pot on burner before turning it on and turn burner off before picking up pot.

Use a microwave instead of a hot oven.

Boys should use oven mitts instead of pot holders.

Handle knife by handle not blade.

Adults only should wash knives.

Use a chopping board at all times, never hold food while cutting.

Cut larger pieces, don't dice.

Hold the lid on the blender while running.

Never reach into blender with hands.

Never scrape a blender or mixer while it is running.

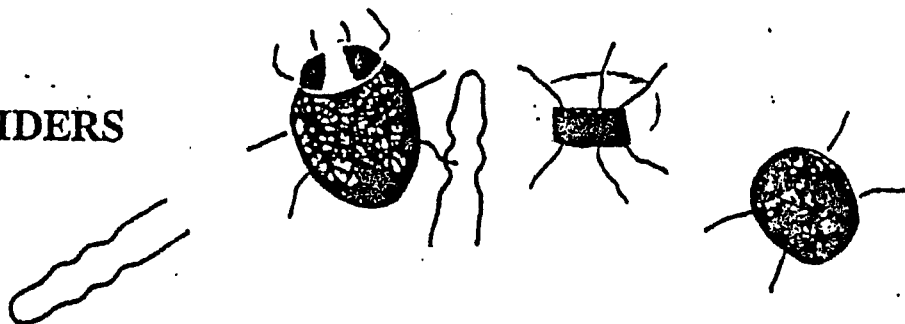
Turn a mixer all the way off before lifting beaters.

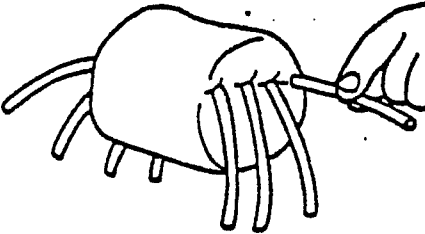


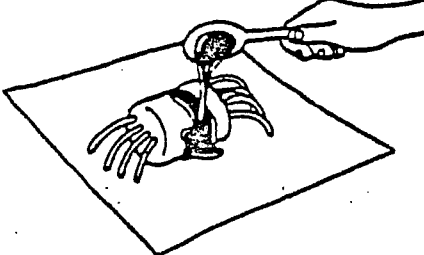
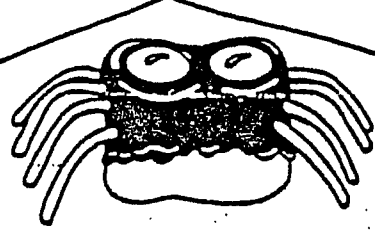

Never handle an electrical appliance with wet hands.

DOODLEBUG MAGNETS OR NECKERCHIEF SLIDES

Glue a small piece of magnetic tape or plastic ring to a pebble, depending on whether you are making a magnet or slide. Paint the pebble with tempera paints. Using a felt marker, doodle a design of the pebble on top of the painted surface. Glue on wiggle eyes. Cut hairpins with scissors, bend, and glue between pebble and magnetic tape for legs. These tiny bugs are perfect for holding pictures or notes on the refrigerator or to make into neckerchief slides.

MARSHMALLOW SPIDERS



<p>1. Gather the ingredients.</p> <ul style="list-style-type: none"> <input type="checkbox"/> 6 large marshmallows <input type="checkbox"/> 12 M & M's® <input type="checkbox"/> 1/2 cup chocolate chips <input type="checkbox"/> string licorice (16" for each spider) 	<p>2. Poke 8 pieces of 2-inch string licorice into each marshmallow for legs.</p> 	<p>3. Melt over low heat</p> <p> 1/2 cup chocolate chips</p> 
<p>4. Set spider on waxed paper and dribble a large spoonful of melted chocolate over the marshmallow.</p> 	<p>5. Add 2 M & M's for eyes.</p> 	<p>6. Cool and eat.</p> 

Honey Custard

2 egg yolks	2 egg whites
1 Tablespoon honey	Pinch salt
Grated rind of ½ lemon	2-3 drops vanilla, almond, or mint extract

Beat the egg yolks with the honey.

Add the grated lemon rind.

Beat the egg whites until stiff. Add a pinch of salt.

Fold the stiffly beaten egg whites into the honey-custard mixture.

Add the flavoring.

Spoon into 4 small custard cups and serve.



“What do you like doing best in the world, Pooh?”

“Well,” said Pooh, “what I like best——” and then he had to stop and think. Because although Eating Honey *was* a very good thing to do, there was a moment just before you began to eat it which was better than when you were, but he didn’t know what it was called.

The House at Pooh Corner

Honey Nut Butter

- | | |
|--------------------------------|---|
| 1 cup fresh or salted nutmeats | 1 Tablespoon dextrose |
| 1 Tablespoon soft butter | or 1 Tablespoon peanut oil |
| 1 Tablespoon honey | $\frac{1}{4}$ teaspoon salt if fresh
nutmeats are used |
| | 1 screw-top jar |

Buy the dextrose at your drugstore.

Make this with almonds, filberts, cashews, pecans, walnuts, or mixed nuts, fresh or salted. Brush off what salt you can if the nutmeats are heavily salted. Add a little salt to the fresh.

Blanch and squeeze off the skins of almonds.

Chop the nutmeats, coarse or fine, in a blender or by hand. Do a few at a time.

Add the other ingredients together and beat until thoroughly blended.

Store in a tightly capped jar and refrigerate. We have never been able to find out how long this will keep because it is always eaten up within a day or two. Of course you can make two, three, or four times as much as this recipe if you want to.

Very good in sandwiches, on crackers (triple layers are good), for picnics, Expositions, smackerels, teas, lunches, and suppers.

"That's right," said Eeyore. "Sing. Umty-tiddly, umty-too. Here we go gathering Nuts and May. Enjoy yourself!"

Winnie-the-Pooh

what can you do with POPCORN?

One fall we discovered an organic farm which grew its own popcorn. A group of us went out to pick some ears of popcorn. We brought them back to school and hung them up to dry for several weeks. Finally we scraped the kernels off the ears and popped them.

Even if you don't pick it yourself, popcorn is one of the most fun things you can make and eat. You might also try thinking of some different things to do with it. For example:

1. You can float it in soup.
2. You can shake it in a bag with brown sugar and cinnamon, then mix it in fruit salad.
3. You can grind it in a grinder or blender, then mix it with flour when you bake.
4. You can mix it into some melted chocolate chips, then drop spoonfuls on waxed paper to harden into candy.
5. If you don't feel like eating it, you can use it in collages, or string it with berries to make decorations.

Add your own ideas here:

PEANUT BUTTER

This is a good project for a rainy day, especially if you have plenty of people to help with the shelling.

You will need a bag of roasted PEANUTS in their shells.

Crack open the outside shells and take out the peanuts. There will usually be two peanuts in each shell.

Take the thin brown skin off each peanut.

Put the peanuts in a bowl, making sure you don't get any shells in with the peanuts. (Save the shells for mulch or compost.)

When all the peanuts are out of their shells, put them through the finest blade of the food grinder three or more times.

Add just enough PEANUT OIL to the ground-up peanuts to make them into a thick paste.

Sprinkle in a little SALT until it tastes just right.

Peanut butter made in a grinder will be somewhat chunky — but it still tastes good. If you want it smoother, you'll have to use an electric blender to grind up the nuts. A grain grinder will also give you a smoother spread than a regular food grinder.

Fresh-ground peanut butter is much richer in vitamins than the processed kind you buy in glass jars. However, it also spoils more quickly — so if you plan to keep it more than a day or two, put it in the refrigerator.

You can also experiment with making spreads from other kinds of nuts, such as almonds, cashews, or walnuts, or from sesame seeds.

What can you do with YOGURT?

Make a Yogurt Sundae. Put some yogurt in a dish. Add fresh fruit. Pour on honey. Sprinkle on granola.

Make Yogurt Popsicles. Mix 1 quart YOGURT with 1 large can FROZEN ORANGE JUICE. Add 1 tablespoon VANILLA, $\frac{1}{4}$ cup HONEY. Freeze in popsicle molds or paper cups.

Make Frozen Yogurt. Mix yogurt with mashed fresh fruit. Sweeten to taste and freeze. Serve like ice cream. Guaranteed to please even people who hate yogurt.

Make Yogurt Cheese. Put yogurt in a colander lined with muslin or 3 layers of cheesecloth. Set in the sink overnight to drain and thicken into cheese.

Use in cooking instead of sour cream or buttermilk.

Make a foolproof Sourdough Starter. Mix 1 cup yogurt with 1 cup unbleached flour. Let sit at room temperature 3 to 5 days, till it's bubbly and smells sour; then refrigerate. Use in any sourdough recipe. (Replace starter used in cooking with equal parts milk and flour, and let sit overnight to sour.)

Add your own ideas here:

PEANUT BUTTER PLAY DOUGH

This is even more fun than regular play dough, because you can eat it, and it tastes good.

Take a big jar of PEANUT BUTTER.

Spoon out some big globs into a bowl.

Then pour in a few spoonfuls of HONEY.

Now add some POWDERED MILK (either instant or non-instant type).

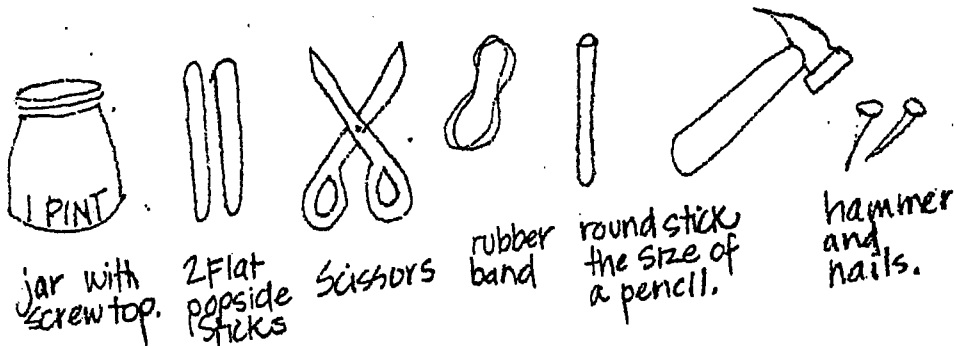
Start mixing it all up with your hands. Keep adding the powdered milk until it makes a good dough. For chocolate flavor you can add some COCOA or CAROB POWDER.

Now you can mold it into any shape you like. Or roll it out and cut out shapes with cookie cutters.

It's also fun to make designs on your shapes with RAISINS.

FRESH BUTTER

You can make butter by beating up cream with an egg beater. But it's more fun to make your own butter churn. What you need are:



A one-pint jar with screw top, 2 flat popsicle sticks, scissors, a rubber band, a round stick about the size of a pencil, hammer and nails.

First, make the dasher. Cut the popsicle sticks so that they just fit into the bottom of the jar, lying flat. Fasten them together with a rubber band, into an X shape. Hammer a small nail through the center of the popsicle sticks into the bottom of the long stick, so the X has a handle sticking straight up.

Next, take a large nail (or a pointed screwdriver) and hammer a hole in the top of the jar, big enough for the stick to go through. Pull the nail out.

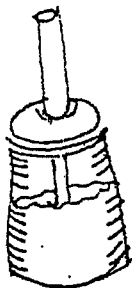
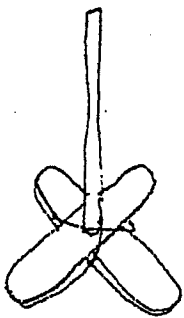
Pour into the jar $\frac{1}{2}$ pint **HEAVY CREAM**.

Put the dasher in the jar and tightly screw on the top so that the stick comes through the hole.

Now you're ready to churn — move the dasher up and down very fast. After a while the cream will get very thick, and you will have whipped cream. Keep on churning, and soon lumps of butter will appear. The lumps will get bigger and bigger until all the butter is separated out. (The liquid left in the jar is buttermilk.)

Put the butter in a bowl and pour a little **ICE WATER** on it. Press the water through the butter with a wooden spoon. The water will turn white, as the rest of the milk separates out from the butter. Pour off the liquid.

Mix a little **SALT** into the butter. Spread it on a piece of bread and eat it.



FRUIT CANDIES

You will need about one cup each of three or four different kinds of dried fruit, such as:

RAISINS
APRICOTS
DATES
PRUNES

Make sure these are all pitted — that they don't have any seeds. Put them through a food grinder together with:

$\frac{1}{2}$ cup **NUTS** (any kind you like)
the **RIND** of one **ORANGE** (washed)

(To get the rind, you shave off the thin orange part on the outside with a vegetable peeler.)

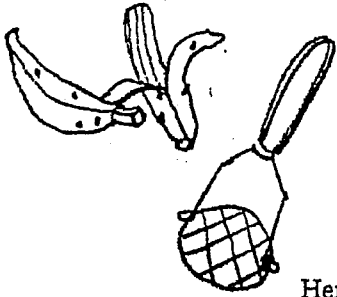
Put all these ground-up things in a big bowl, along with 1 teaspoon ground **GINGER**.

Mix it all up well. Then shape the mixture into little balls.

Roll the candies in grated **COCONUT** — either fresh or packaged.

Or, melt one small package of **CHOCOLATE CHIPS** over very low heat, adding a spoonful or two of water. Dip the candies in the melted chocolate till they are well covered. Put them on waxed paper to cool until the chocolate hardens.

Keep the candies in the refrigerator. Makes about 4 dozen.



MAKE-YOUR-OWN INSTANT PUDDING

Here are two quick recipes for pudding that doesn't come out of a box. Either one can be ready to eat in just a few minutes. Each of these makes about 4 servings but can be easily increased. Maybe they'll give you some ideas for combinations of your own.

FRUIT PUDDING

Peel 2 ripe BANANAS.

(They should have some brown spots on the outside to be ripe enough so they're soft.) Cut them up into little pieces and put the pieces in a pan or bowl with a fairly flat bottom. Mash up the pieces with a potato masher until they're pretty smooth.

Stir in about: $\frac{1}{2}$ cup APPLESAUCE
2 tablespoons PEANUT BUTTER
2 tablespoons HONEY

The exact amounts aren't too important; you can vary them to suit your tastes. Stir up the pudding till it's smooth enough (a wire whisk is a good thing to use). Serve at once or chill and eat later. You can sprinkle on a little CINNAMON if you like.

CHOCOLATE PUDDING

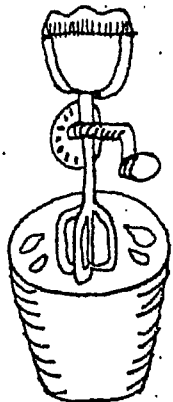
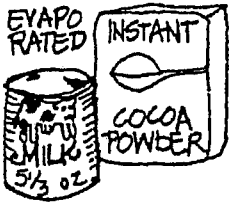
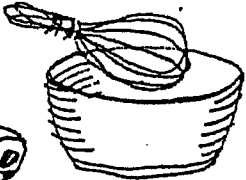
First squeeze the juice out of half a large lemon or a whole small lemon. You should have about 2 or 3 tablespoons LEMON JUICE.

Pour one small can ($5\frac{1}{3}$ ounces) EVAPORATED MILK into a deep bowl or pan. (If you have a chance to chill the milk first, it will whip up thicker, but it will still work if it's not cold.)

Pour the lemon juice into the milk and start beating with an egg beater.

When it's getting thick, start adding $\frac{1}{2}$ cup PRESWEETENED COCOA-MILK POWDER (the stuff you use to make chocolate milk). Add this a couple of spoonfuls at a time, and keep beating till it's all mixed in and creamy.

Eat the pudding right away or chill it. It's also very good frozen.



Colored Honey

Honey takes coloring even more easily than sugar.

Use vegetable food coloring, the kind you buy to color the icings on cakes and for dying Easter eggs. Food colors come in red, yellow, blue, and green.

Shake or tap the bottle gently so you get one drop at a time. Work up to the color you want.

You can also mix your colors.

You could also color your breakfast honey, one color for each day of the week.

Use small jars with airtight screw tops, so the colored honey can be stored.



... his nose told him it was indeed honey, and his tongue came out and began to polish up his mouth, ready for it.

Winnie-the-Pooh

Making Butter

(Yield: ½ cup sweet butter)

½ pint heavy cream
1 bowl
1 rotary beater

5 cups ice water
1 wire strainer
1 large spoon

Let the cream stand in the bowl at room temperature for an hour.

Put on an apron or an old blouse. Then beat the cream with the rotary beater. When butter curds form, strain off the buttermilk.

Continue beating until the cream is butter and can be beaten no longer.

Put the butter in the strainer and pour the ice water over it.

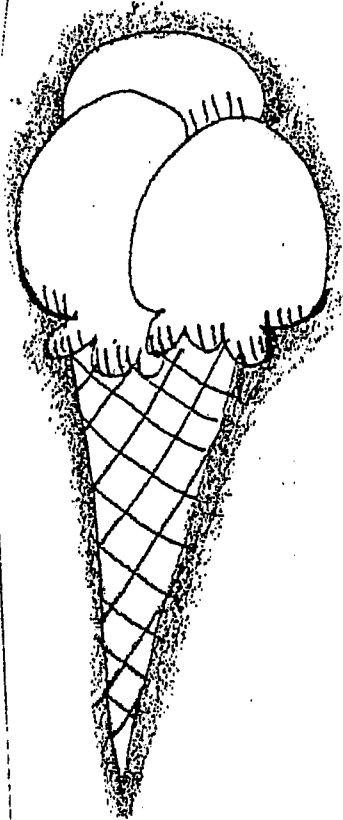
Put the butter back in the bowl and work it with the back of the spoon until the last of the buttermilk can be poured off.

This is sweet butter. If you prefer salt butter, stir in ½ teaspoon of coarse salt. If you would like to make honey butter, add ½ cup of honey to ½ cup of butter. Stir them together.

“What shall we do about poor little Tigger?
If he never eats nothing he’ll never get bigger.”

The House at Pooh Corner

ICE CREAM



One of the best summer treats you can have is homemade ice cream. And you can make it even if you don't have an ice cream freezer. Here's how to put together your own ice cream machine — it won't cost a cent, it will make delicious ice cream (with a little muscle power), and it will let you see and feel exactly what's happening as the ice cream freezes.

All you need are an ice bucket or a plastic or wooden pail, plus a clean coffee can with a plastic lid. In a one-pound can you can make about a pint of ice cream..

First, beat together in the coffee can

1 EGG

¼ cup HONEY

Add

1 cup MILK

½ cup CREAM

1 teaspoon VANILLA

a dash of SALT

You don't want to fill the can much more than halfway, or the ice cream will slop over the sides as you freeze it.

Put a layer of **ICE** in the bottom of the pail. Crushed ice freezes smoother and faster, but cubes will work perfectly well. (Or if you decide to make ice cream in winter you can use snow, instead of ice.) Sprinkle the ice with a spoonful of **SALT**. Rock salt, which you buy in a hardware store, works best, but you can use table salt.

Now put the plastic cover on the coffee can and set the can on top of the ice. Pack more salt and ice in the pail around the sides of the can. When the ice is almost to the top of the can, take off the plastic lid.

Stir the ice cream mixture around and around with a big spoon, letting the can turn, too. Keep on stirring and watching. You'll want several people to take turns, because it will take from 15 to 30 minutes for the cream to freeze to mush.

You'll probably want to eat it right away, while it's still soft. But if you want to wait while it hardens, put more ice and salt around the can, cover the whole thing, and let it sit for an hour or two. (Or just put the can in the refrigerator freezer.)

If you want to set up more than one freezer you could try some experiments. See what would happen if you tried to freeze one can of ice cream without stirring it. Or if you only used ice and no salt.

COOKING FOR THE ANIMALS

The birds have a hard time finding food in the winter, when the ground is covered with snow and nothing is growing. So it's a good time to think of ways we can help them.

MAKING BIRD PUDDING

Mix up a nice yukky mess of:

½ pound LARD

1 cup PEANUT BUTTER

OATMEAL — as much as you can add without making the pudding too dry

Collect **PINE CONES** and stick them in the pudding. Get as much pudding as you can on the ends of the pine cones, and hang them from a tree.

A CHRISTMAS TREE FOR THE BIRDS

You can make this by decorating a shrub in your yard (or even your discarded Christmas tree) with any or all of the following, which should attract a variety of birds.

PINE CONES with **BIRD PUDDING**

A stale **DONUT**

A "head" of **SUNFLOWER SEEDS**

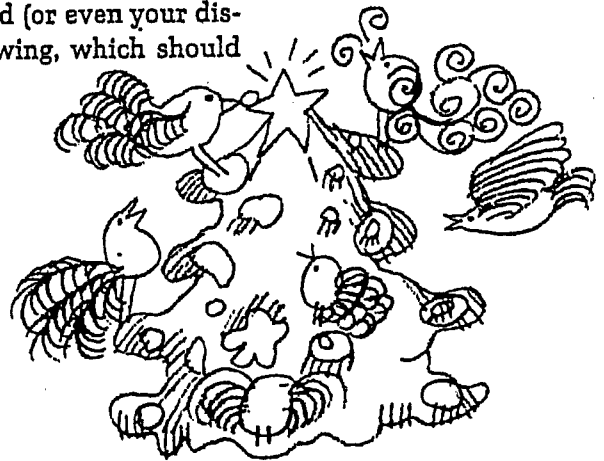
Sprigs of **BERRIES**

Sliced **ORANGES** or **GRAPEFRUITS**

Chunks of **SUET**

Sprigs of **MULTIFLORA ROSE HIPS**

Halves of **COCONUTS**



PEANUT BUTTER LURE

This is a good way to discover what animals are living in your neighborhood. Try it when winter is ending and animals are coming out of hibernation to search for food.

Take a piece of **HEAVY CARDBOARD** and spread it with **PEANUT BUTTER**.

Leave it on the ground outside overnight. In the morning, see if there are any signs that animals were eating it. Look for tracks in the peanut butter. The Audubon Society puts out a little sheet showing many animal tracks to help with identification.



Bird Biscuit

About this project -


I saw this project on the Discovery Channel show called *Start to Finish*. It's a great idea for the birds now that they are becoming less scarce with the warming weather.

This project is rated EASY to do.

Children need adult supervision when using a drill.

Supplies - Flat wooden heart, non-toxic glue, birdseed, drill, and 1/4 inch ribbon (approx. 4 feet)

Project how to -

1.  Drill one small hole in each side of the heart - same distance from the top so that the heart is not lopsided.
2. Cover the wooden heart completely in non-toxic glue and then place the heart in a bowl of bird seed.
3. Cover the entire area of the heart with the birdseed making sure no *bald* spots are left anywhere on the heart.
4. Let the glue dry and touch up any spots where the birdseed may have fallen off, etc.
5. Cut two lengths of ribbon each 2 feet long and run one length of ribbon through each hole.
6. Tie all ends of the ribbons together in a bow or knot.
7. Hang bird biscuit in a tree or somewhere birds have easy access to it.

Notes:

- Be sure to use non-toxic glue as the birds very well may end up eating it.
- Any wooden shape would be great to use!
- Have fun!

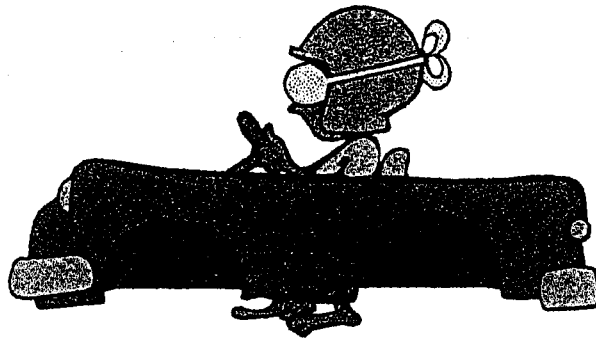
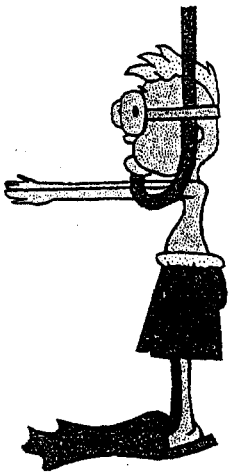
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This project was contributed by:

Angelica Van Norman

I'm a senior in college..22 years old...a newlywed of 9 months. I am from Colorado but living in Illinois right now. I love the outdoors...and love doing crafts that involve the outdoors.

Games



SHIPS IN A FOG

Equipment Required: Blindfolds for all but team leaders.

Description of Game: The team leaders are shown the finish line. The team players are blindfolded and the team leader must guide his ship (team) to the finish line using certain noise commands.

The team will decide whether to walk arm in arm, Indian to player in (holding on front) or some other grouping.

The team leader can give commands only by a whistle, compass directions or by drill commands. The extent of these to be decided with an umpire in advance. The more difficult the site and the commands, the greater the challenge.

On signal, team leaders guide their ship to the finish line. The first team across the line wins.
file

SLEEPING PIRATE

Equipment Required: Blindfold, 'treasure' and water pistol (if variation used).

Description of Game: Players form a large circle.

One player, wearing a blindfold, is the sleeping pirate. He sits in the center of the circle guarding the treasure.

The leader points to one of the players who creeps in on the pirate and tries to steal the treasure.

If the pirate hears a sound, he points in that direction. If he points at the player, the player returns to the circle and another player is chosen.

If the player steals the treasure, he becomes the pirate.

Variations - use two pirates sitting back to back and two treasures. Have two players creep in.

Play it outdoors and use a water pistol - no doubt when player is shot.



WATER DODGE BALL

Equipment Required: Soft ball which floats.

Description of Game: Divide group into two teams. Team one forms a large circle around team two.

The ball is given to a member of team one. On signal, team one tries to hit members of team two with the ball. Team two may duck, dive or stay under water as long as they can, but they must stay in the circle.

When a member of team two is hit, he joins team one. When all of team two has been eliminated, the players change places.

WATER POLLUTION

Equipment Required: Floating object like a kickboard.

Description of Game: Players join hands and form a circle, the pollution, a kickboard, is placed in the center of the circle. On signal, all try to pull the others into the pollution, while avoiding touching it themselves.

All who touch the pollution are out. If two players break their grip, both are considered out.

Note: Link this game to the problems we face with water pollution.

THE SEA IS ROUGH

Equipment: None

Players all choose a partner and form a double circle, facing forward. One couple is the "fisherman." This couple stands outside the circle. Each couple in the circle marks the floor where it is standing to indicate home. Each couple decides on the name of a fish. The fisherman walks around the outside of the circle calling names of fish. Whenever a couple's name is called that couple follows the fisherman and helps to call other names.

When most of the fish are marching around, the fisherman calls, "The sea is rough." Then all the couples follow as the fisherman leads them elsewhere, outside of the circle. Then when the fisherman blows a whistle, every couple scampers to one of the homes.

The couple left out will be fisherman next time.

Games

SEARCH LIGHT

Equipment Required: One flashlight per team.

Description of Game: Teams line up in relay formation.

A number of easily visible objects are set out.

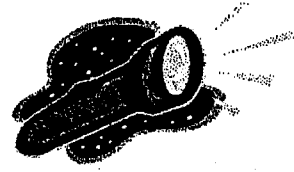
The first players on teams should be an equal distance from the objects. Each of them holds a flashlight.

Call out the name of an object. Give the players 10 seconds to spot the object and then turn out the lights.

After a brief pause, call 'Flashlights On!'

The first player to illuminate the object with his flashlight earns a point for his team.

Next player moves up for his turn. All players should have a turn. Any player who turns on his light before the command is disqualified.



SPY VERSUS

Equipment Required: Have players pick up 10 pebbles or acorns or similar items as counters.

Description of Game: Divide players into two teams - Observers and Stalkers.

The Observers spread themselves out in a line near the end of the area, concealing themselves as much as possible. Stalkers start at the other end. All players have 10 counters.

On signal, Stalkers creep down the field, attempting to cross the Observers' line without being detected. Whenever an Observer spots a Stalker, or vice versa, the spotter transfers one counter from one pocket to another. No chasing or capturing takes place.

After 15 minutes, call time. If you wish award points as follows:

Stalkers	1 point for each counter which changed pockets
	1 point for each Stalker who crossed the Observers' line.
Observers	2 points for each counter which changed pockets.

Now reverse roles and try again. Highest total score wins.

LAST DETAIL

With most New Games, we don't have to concern ourselves with the precise rules. We can adapt this detective game to different situations too, but it's definitely one in which we have to be sticklers for detail.

We start by facing each other (one to one or team to team) and remaining still for two or three minutes. But we should not let the time pass idly; instead, we should be doing our best to observe and remember as much as we can about the person facing us.

We then turn our backs to each other and change six details about the way we look, details that can be seen without the need to touch or move anything. Once rearranged, we turn back to face each other and see whether we can spot all the changes in our partners.

WHIP TAG

Directions: The players stand in a circle, shoulder to shoulder, close together, with hands behind.

The leader has a roll of newspaper loosely rolled for a beater. She walks slowly around and slyly places the beater in someone's hand. This player begins at once to beat the player on his right, chasing him around the circle back to his place. The victim, of course, tries not to be bit.

The leader then takes the beater, and repeats the play. She continues until everyone has had a turn or two.

Mystery Bags

No one knows what lurks inside that innocent-looking lunch bag!

To play this game, you will need:

Paper and pencils for each player

10 paper lunch bags with twist ties

10 small, everyday household objects:

a comb, a dry sponge, an old toothbrush, a small doll, a building block, an orange, a handful of fresh mushrooms, a marker, an audiocassette, a skein of yarn, a bicycle horn, etc.

Number the bags from 1 to 10. Put one item in each bag and close the top, either with a twist tie or by folding it down and stapling it.

Pass out paper and pencils to all the players. Have each player gently feel the outside of each bag and then write down what he thinks is in it.

The object of the game is to guess the most items correctly.

Games

GUARD THE CHAIR

Here is an exciting version of dodge ball with little chance of a player being hurt by a the ball. And it will be a nimble player who can successfully guard the chair for an length Of time, especially as the team concept develops among the players in the circle. You could pretend that "It" is a rodeo clown trying to protect the cowboy (chair).

Equipment:

A chair and a volleyball (not inflated too hard)

Formation:

Players standing in a circle, not too close together, with the chair in the center.

Action:

"It" has the job of guarding the chair from being hit by the ball. He cannot use his hands but can use any other part of his body. Players in the circle may pass the ball to each other and whenever they choose, throw the ball at the chair.

If the chair is hit, the player throwing the ball becomes "it" and has the privilege of guarding the chair.

BARNYARD BUDDIES

Equipment:

Slips of paper with the names of barnyard animals written on themm. There should be two papers for each animal and half as many animals as there are players. (One animal per 2-man team)

Description:

Have the boys draw slips and then scatter over the playing field. On signal, each boy starts making the sound of his animal and looks for his partner, who is making the smae sound. When they have found each other, they join hands and sit down.

SHEEP RUSTLERS

Equipment Required: Colored wool and red poster paint (or powder).

Description of Game: Divide the group into two teams: Sheep Rustlers and Farmers.

Each team is identified with different colored yarn tied on his right arm. The Rustlers have extra wool and poster paint to leave a trail.

Rustlers have stolen the farmers' sheep and are making off with them to their hideout. On the way, sheep leave wool on twigs, posts etc. Rustlers, some of whom were hurt, leave a trail of red blood. The leader with the Rustlers must ensure that they leave a reasonable amount of clues.

After a 5 minute head start, the Farmers take off after the Rustlers. When Rustlers realize that they are being followed they prepare an ambush.

When the Rustlers jump out they try to take Farmers armbands and vice-versa. A player must drop out when his arm band is taken. After a very short time, the winner is the team that captured the most arm bands.

POISON CIRCLE

Equipment Required: One long rope.

Description of Game: Tie the ends of a long rope together to make a large ring. Players space themselves out around the rope.

Draw a circle on the floor or on the ground about half the size of the rope ring. Players should hold the rope ring with both hands. On signal, players pull at the ring, trying to force other players to step into the "poison circle". Any player who does so is out.

The winner is the last player remaining.

RODEO STUNTS

Rooster Fight

Two players should be about the same size. Each grasps his left ankle with his right hand from behind and his right elbow, with his left hand from behind.

In this awkward position, each player tries to throw his opponent off balance by butting shoulders.

Falling Cowboy

In this game the players are the bucking broncos and a Frisbee or plastic plate is the cowboy.

The players get on their hands and knees and form a circle with their heads facing center. Each boy must be touching the boy beside him.

A Frisbee is put onto the back of one of the boys and he must try to pass it to the next boy by jiggling his back. He cannot use his hands. Try to get it all the way around the circle. If it falls, put it back on the last person who passed it. This is really fun!

In-Line Squat

Have the boys stand in a line, one behind the other and close together. Each boy holds the waist of the boy in front of him.

The leader tells the boys to slowly raise on their toes and then do a deep knee bend. Repeat

Ping-Pong Race

Divide the group into teams of two players each. Each pair of players stand behind the starting line. They are face to face, each with hands gripping partner's shoulders. They are given a ping-pong ball, which they must hold between their foreheads. At the signal, they run to a turning line and back again, keeping the ping-pong ball gripped firmly between their heads. If they drop it, they must pick it up where it fell and keep going from there. If there is a large group present, this may be done as a relay between two teams.

Bean Transfer

The leader gives each player a table knife* and two paper cups. One cup is empty and the other contains ten dried beans. Navy beans or kidney beans will do. Using the knife only and never touching the beans with his hand, he must transfer the beans one at a time from one cup to the other. The winner is the first to complete this action. With a large group, the game may be played as a relay, with several players having to do the bean transfer in turn.

*Make sure the knife is not sharp or you may wish to use either plastic knives or tongue depressors.

Newspaper Shuffling

A supply of daily newspapers must be gotten ready, with one complete newspaper for each player or a portion thereof. They should have the same number of pages and be of the same size, but need not be identical issues. Each paper is taken apart in advance, and its sections and page numbers completely mixed up. Then, the contestants sit around a table or squat on the floor in a small circle so there is very little space between them.

Each player is given one of the mixed-up newspapers and is told, at the signal, to put it back together in the correct order. Without much elbow room, and with papers flying wildly all over the place, this is a hilarious and somewhat difficult task--but the first to complete the job will be the winning newspaper shuffler!

Discus Throw

Paper plates are thrown for distance; this works best outdoors. If the "meet" is being held indoors, they may be thrown for accuracy, at a chalked rectangle or large newspaper lying on the floor at the end of the room. The event should be given several trials if it is judged for accuracy.

Shot put

Blow up a large paper shopping bag, tie a string or strong rubber band around the top, and throw it for distance. Don't be disappointed if it only goes a few feet. This one must be measured to the nearest inch!

Javelin Throw

A player stands in a small circle, pivots once or twice, and throws a toothpick or a popcycle stick for distance. This is safe indoors.

Reverse Discus Throw

A player stands with a mirror in his hand and with his back to a hoop that has been suspended from the ceiling. Someone must hold the hoop so it does not continue to rotate. Looking into the mirror, he tries to throw beanbags or ping-pong balls through the hoop; five tries are permitted.

Gurgle Contest

Each player is given a full cup of water and a small plastic spoon. At a signal, he drinks the water, dipping it up rapidly with his spoon. This is a race to see who can finish the water first. Only the last few drops may be poured by hand into the spoon, so that the cup is absolutely empty at the finish.

Twenty-yard dash

Players must race, carrying a ping-pong ball in a teaspoon held between their teeth, to a turning line and back to the starting point.

Frogmen

This is a relay to be played by two teams. The first player of each team pulls on a burlap bag over his feet and holds it up with his hands. He hops across the room and back again. He then hands his bag to the next in line. The team finishing first wins.

Shoe Box Relay

For this game you need four shoe boxes. (it is good to have a spare or two in case one is broken). The group divides into two teams of equal number. At a given signal the first one in each line puts a shoe box on each foot and tries to run across the space to the opposite line and back. The second one in line is all ready when the first one returns to put on the boxes and try his speed. The line which can finish first is the winning team.

Spider Relay

The group is divided into two teams of an equal number of couples. Each couple stands back to back, locking their arms together. At a signal the front couple runs for a designated goal. Running toward the goal one player is running forward, the other is running backward. Returning, the opposite is true. The team finishing first wins.

Car Relay

For a lively game divide your group into teams with six players each, and have each team select the name of an automobile. Each player is given a part to play as follows:

- 1st player - Steering gear is broken - walk zigzag.
- 2nd player - Flat tire - limp.
- 3rd player - Water in gas - two steps forward - one back.
- 4th player - Can't go forward - walk backward.
- 5th player - Can't go at all.
- 6th player - Pushes fifth player by placing both hands on player's waist.

This is a walking relay in the usual line-relay formation. The team doing everything correctly and having the sixth player cross the finishing line first, wins the game.

Sardines

This is a different and interesting kind of hide-and-peek game. You can play it with five or more boys. One boy goes out to hide, while the group counts to 100. If one of the boys finds the hider, he sneaks away so that the others don't see him, and he joins the hider. As the other boys spot the hider, they join him too. If they are hiding in a small area they all crowd in together, like sardines in a can. They must be quiet so that the others won't know where they are. The boys who are hiding wait there until the last hunter finds them. The one who first spotted the hider is the first to hide in the next game.

Snake Eating Contest

Perhaps you cubs might like a safari to deepest Africa for a snake eating contest! Have the boys choose or draw for partners, line them up in pairs, so that they are facing each other. Give each pair a long black stick of licorice candy. Each one of the pair puts one end of the stick in his mouth and stands with his hands behind his back. When the signal is given, each contestant begins to eat his way toward his partner. Pair who first reach each other are the champion "Snake Eaters".

Tightrope Walk

Test your tightrope skills in this fun-packed game. For the 'rope', set a long 2 by 4 up on edge, supported at each end with a pair of sandbags. Mark off distances on the rope. Label two feet and an optical whirler to the player walking six feet.

Magician

This is a simple game. The only equipment you really need is a set of ear-plugs for yourself. One boy is appointed the Magician, given a wand and set loose among all the other players. He turns them into cars, boats, trains, dogs, cats, etc. and watches as they make the appropriate noises and actions to their roles. The best performance wins the wand for the next game.

Nature Game

Cub Scouts line up about five feet apart at the edge of a yard or playground. Each boy is given a bag or paper cup. On the leader's signal, they drop to their hands and knees and begin crawling toward the finish line, which is any distance away up to 100 feet. Along the way, they pick up one of each nature object they see and put it in their containers. This is not a race—they are allowed five minutes to reach the finish line. Score one point for each inanimate object (blade of grass, twig, leaf, etc.), two points for animal life (worm, insect, spider, etc.). As a variation, you can award 10 points for each piece of litter picked up, too. After scoring and sharing each others' findings, return all objects to the soil, except the litter.

Sensory BINGO

Play this game while discovering the out-of-doors. The goal of the game is to help the boys explore the natural world using all their senses.

As you complete each activity, cross out that square. Can you cross out five squares in a row? More than one row of five squares? The example given can be revised to meet the characteristics of the area you're in, the time of year, etc.

Find a tree that has needles instead of leaves	Find a nest with two insects in it	A Good Smell	FREE SPACE	Find an animal track
FREE SPACE	Find a friendship rock (one with a hole in it)	Collect seeds from a tree. Plant them.	Find a bird's feather	Name 3 things a tree needs to grow
A Bad Smell	Estimate the height of a tree	FREE SPACE	Touch moss.	Find a place where erosion is going on
Do something to help a tree	Find examples or evidence of pollution	Find a frog, but leave him with his mother	Find the youngest tree and the oldest	FREE SPACE
Find poison ivy, BUT DON'T TOUCH IT!	FREE SPACE	Pick up one piece of litter	Identify a wild flower	Find a tree shaped by nature

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. You may be in for a surprise for it is not unusual to find 20 or more things! Now stretch a string in a line. See how many different things touch it!

NATURE THEME RIDDLES

- | | |
|--|--|
| 1. When is a baseball player like a spider? | (When he catches a fly.) |
| 2. How do bees dispose of their honey? | (They cell-it.) |
| 3. Which insect eats the least? | (the moth. It eats holes.) |
| 4. Why is a frog never thirsty? | (Because in an instant, he can make a spring.) |
| 5. What kind of bird is present at every meal? | (A swallow.) |
| 6. Why is the letter A like a sweet flower? | (Because a B (bee) is always after it.) |

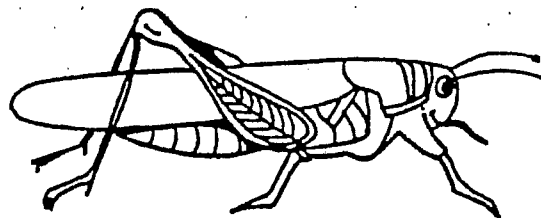
GAMES

MOTHER NATURE'S HOUSING DEVELOPMENTS.....People don't build homes in parks, but many creatures do. How many animal homes can your den find? Look for bird nests, cliff or barn swallows' nest, squirrel nests, cocoons, insect galls, spider webs, paper wasps nests, mud dauber wasps' nests, woodchuck burrow. It's fair to count the evidence of homes, too, such as the little mud casts made by earthworms and a long raised mound across a lawn made by a burrowing mole. A hollow tree might be the home of several animals: woodpeckers, owls, bats, or white footed mice. If your park has a pond, look for mud chimneys of crayfish built near the shore. Award a prize to the one who finds the most animal homes. Caution the boys not to remove or destroy these homes.

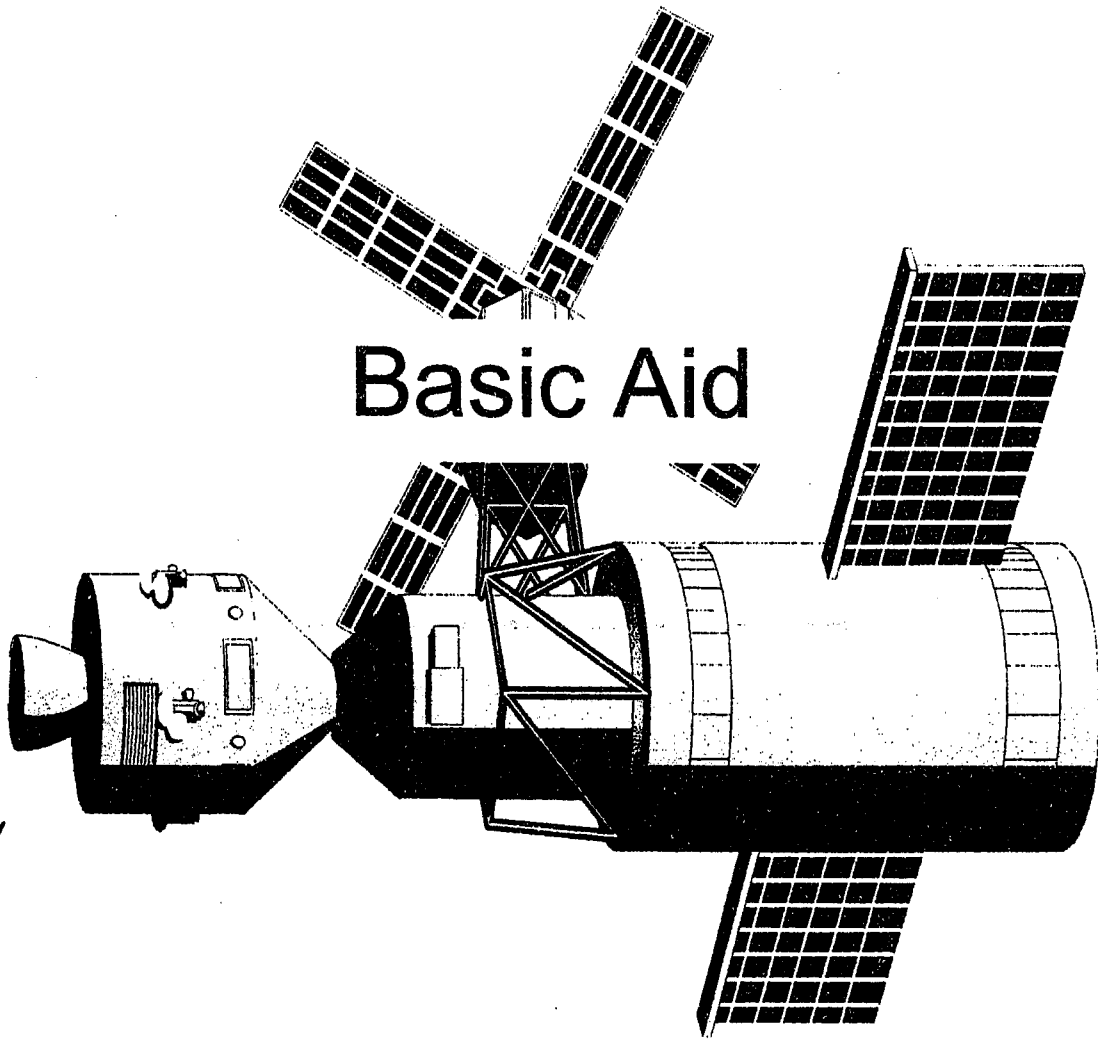
MIXER NATURE GAME.....Have a list of familiar birds, animals, trees or insects and write the name of each on a card. Each week pin a card from one of these groups to the back of each Webelos Scout as he enters the meeting. Each boy must guess who he is by asking questions that can be answered with a yes or no. When he has successfully guessed the card is then pinned to the front of his chest.

NAME AND TELL.....Form a circle. First boy names a neutral object beginning with the letter A and tells one thing about it. Next boy names a B object and tells something about it. Continue around the circle through the alphabet. Examples: A is for air, we breathe it. B is for birds, they fly. C is for clouds, they carry rain.

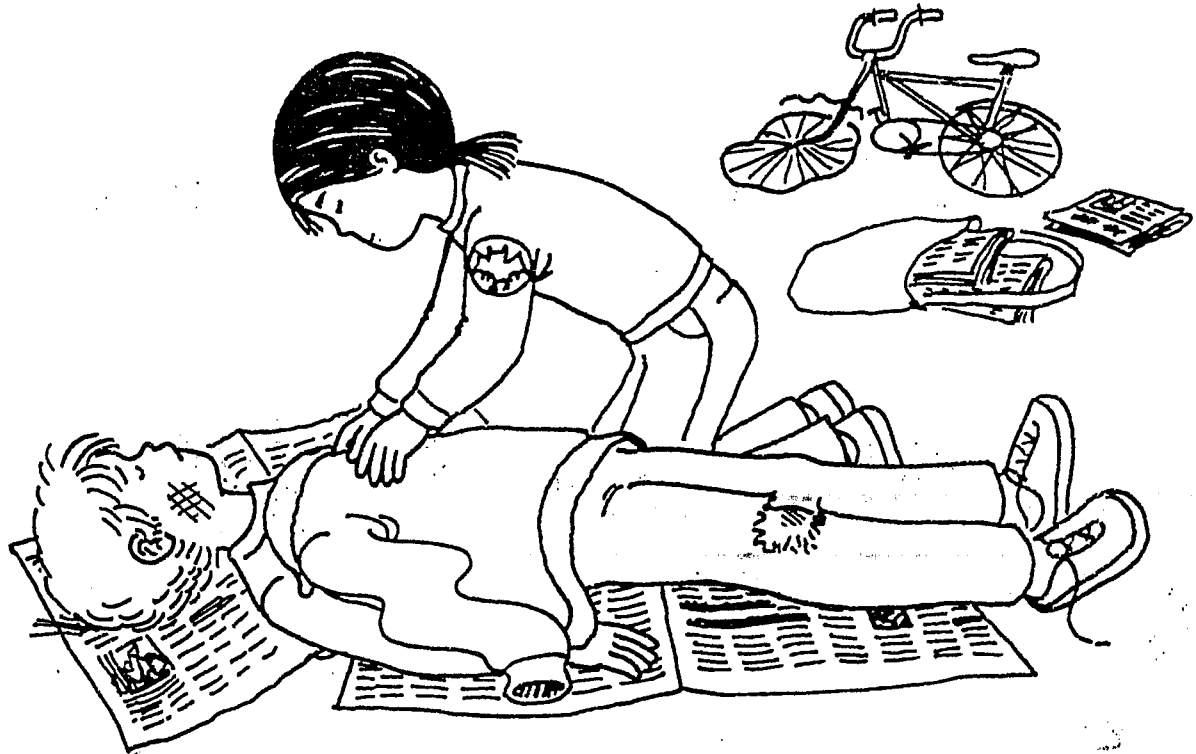
MEASURING WORM RACE.....In this race all contestants line up at the starting line, fall forward on signal to start and rest their weight on their hands. Next they draw their legs up under them and then fall forward again on their hands, this method of movement continues until the winner reaches the finish line.



Basic Aid



SHOCK



Treat injury, then treat for SHOCK

1. Have victim lie down
2. Keep victim calm
3. Keep normal body temperature

EMERGENCY ACTION PLAN:

3

GIVE FIRST AID CARE

1. TREAT the **INJURY**

2. TREAT for **SHOCK**

3.  Telephone for **HELP**

1. CALL 9-1-1 or 0
zero

Say "This is an Emergency Call!"

2. REPORT:

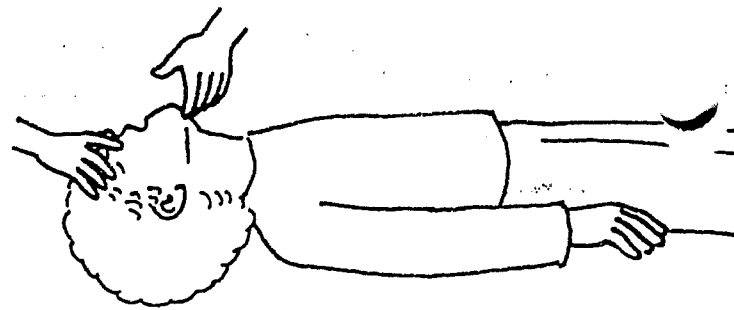


- ▶ Who
- ▶ What
- ▶ How many
- ▶ Where

3. DON'T HANG
UP!

RESCUE BREATHING

1. Tap and Shout
2. Open Airway
3. Look, Listen, & Feel
4. Give 2 Full Breaths
5. Check Circulation



6. Rescue Breathing Count

- adult:

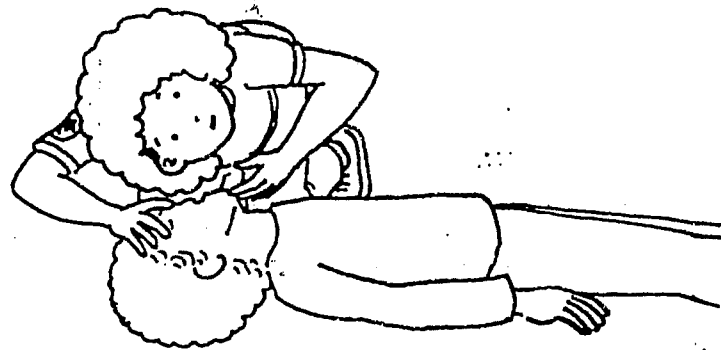
1 breath every 5 seconds

- child:

1 breath every 4 seconds

- infant:

1 breath every 3 seconds



CHOKING

1. KEEP VICTIM
CALM

2. ALLOW VICTIM
TO COUGH



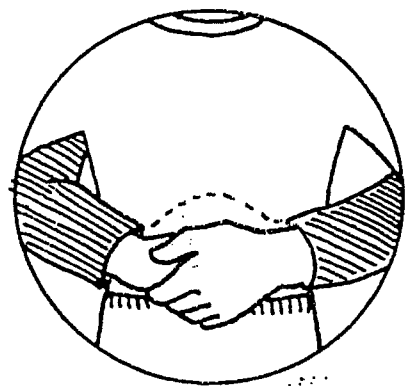
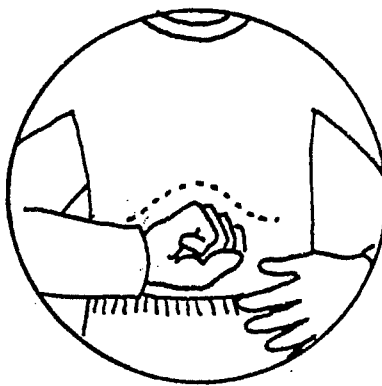
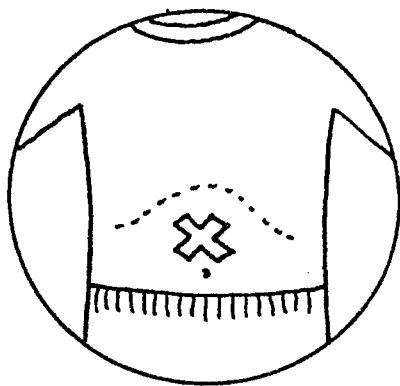
then...

CHOKING!

If unable to

Breathe,
Cough, or
Speak:

1. GIVE THRUSTS



2. REPEAT UNTIL CLEAR

WOUNDS



SMALL:

WASH, APPLY BANDAGE.

SEVERE:

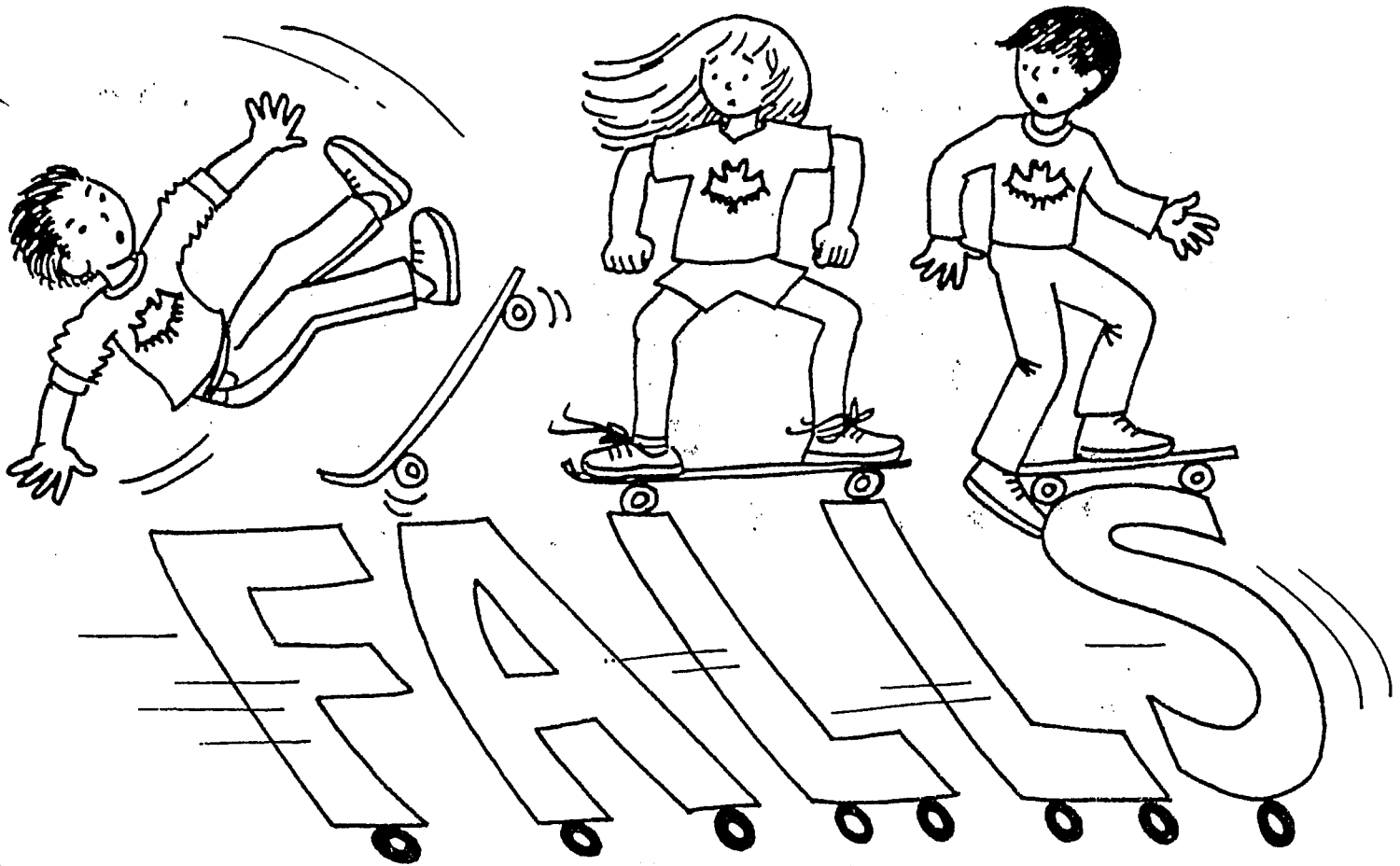
1. HAVE VICTIM SIT OR LIE DOWN.
2. APPLY DIRECT PRESSURE.
3. TREAT FOR SHOCK.
4. GET HELP.

NOSEBLEED



1. Sit down

2. Lean forward--
Stop the bleeding



1. Don't move victim!
2. Keep victim calm!
3. Get help!



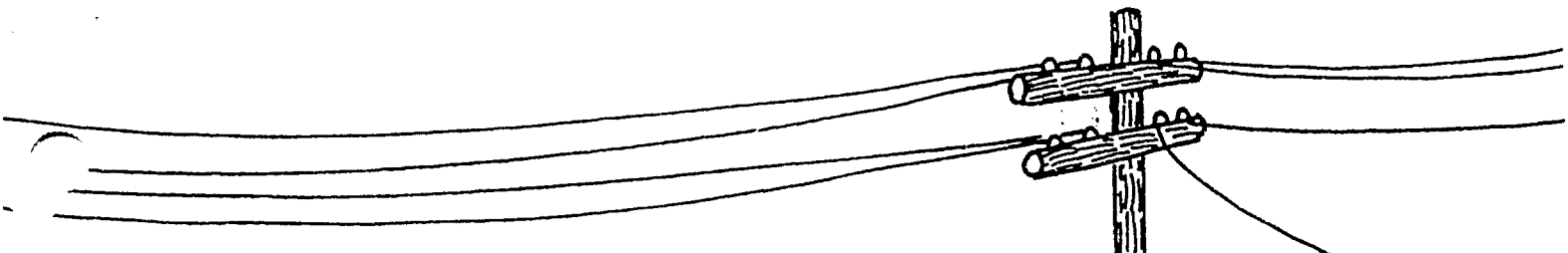
1. WASH THE WOUND

2. IDENTIFY THE ANIMAL

3. BE SURE TO TELL AN

ADULT





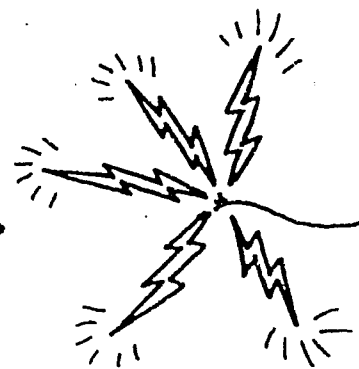
FALLEN WIRE

1. Warn people:
stay away

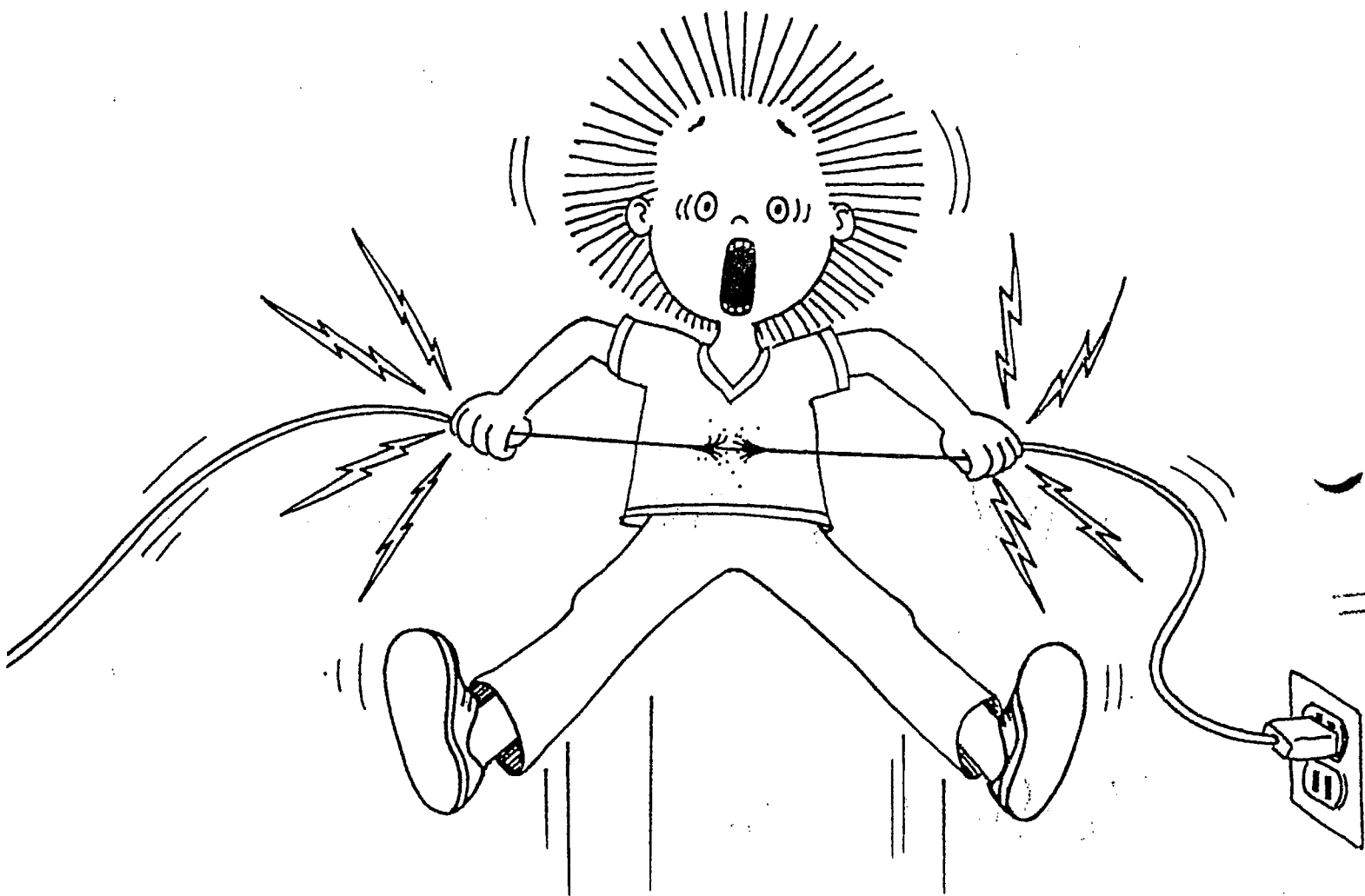
2. Get help



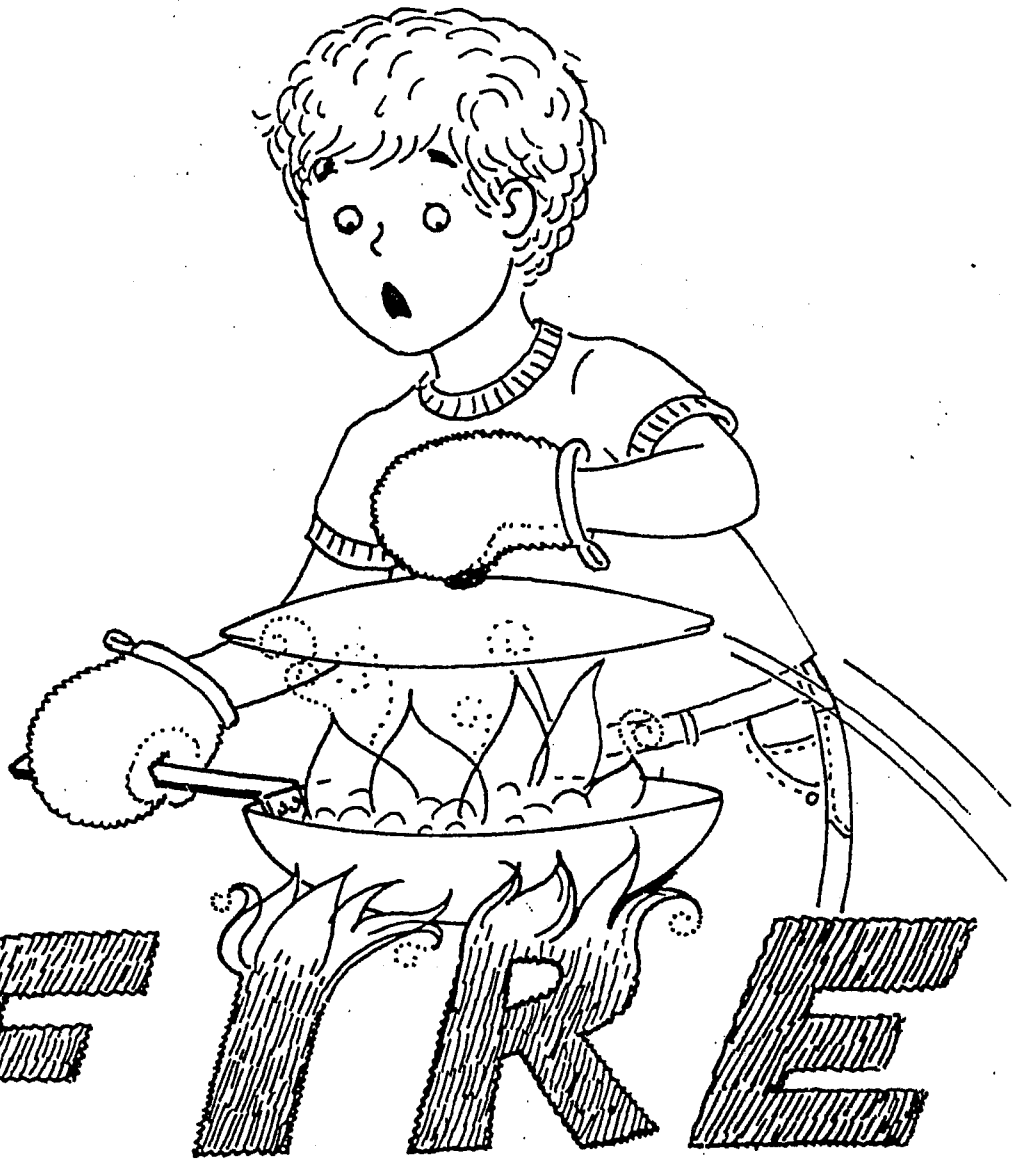
← 15 FEET →



ELECTRIC SHOCK



1. DON'T TOUCH
2. GET HELP!

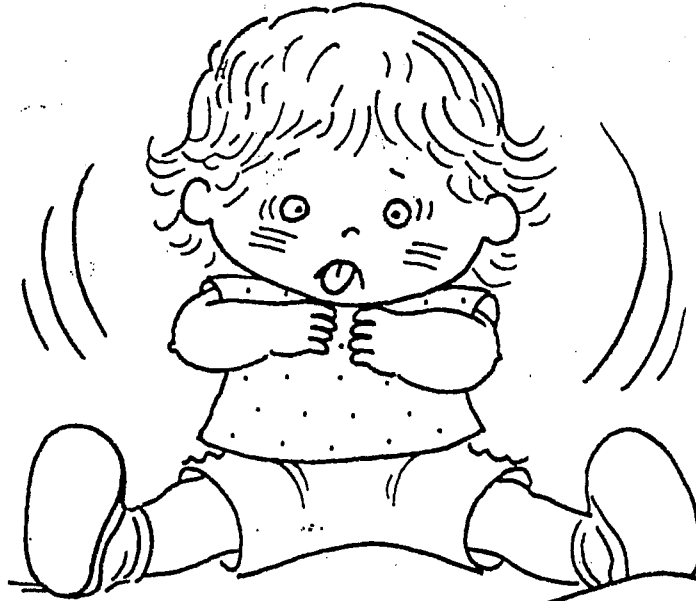


CAN'T BURN
WITHOUT
AIR

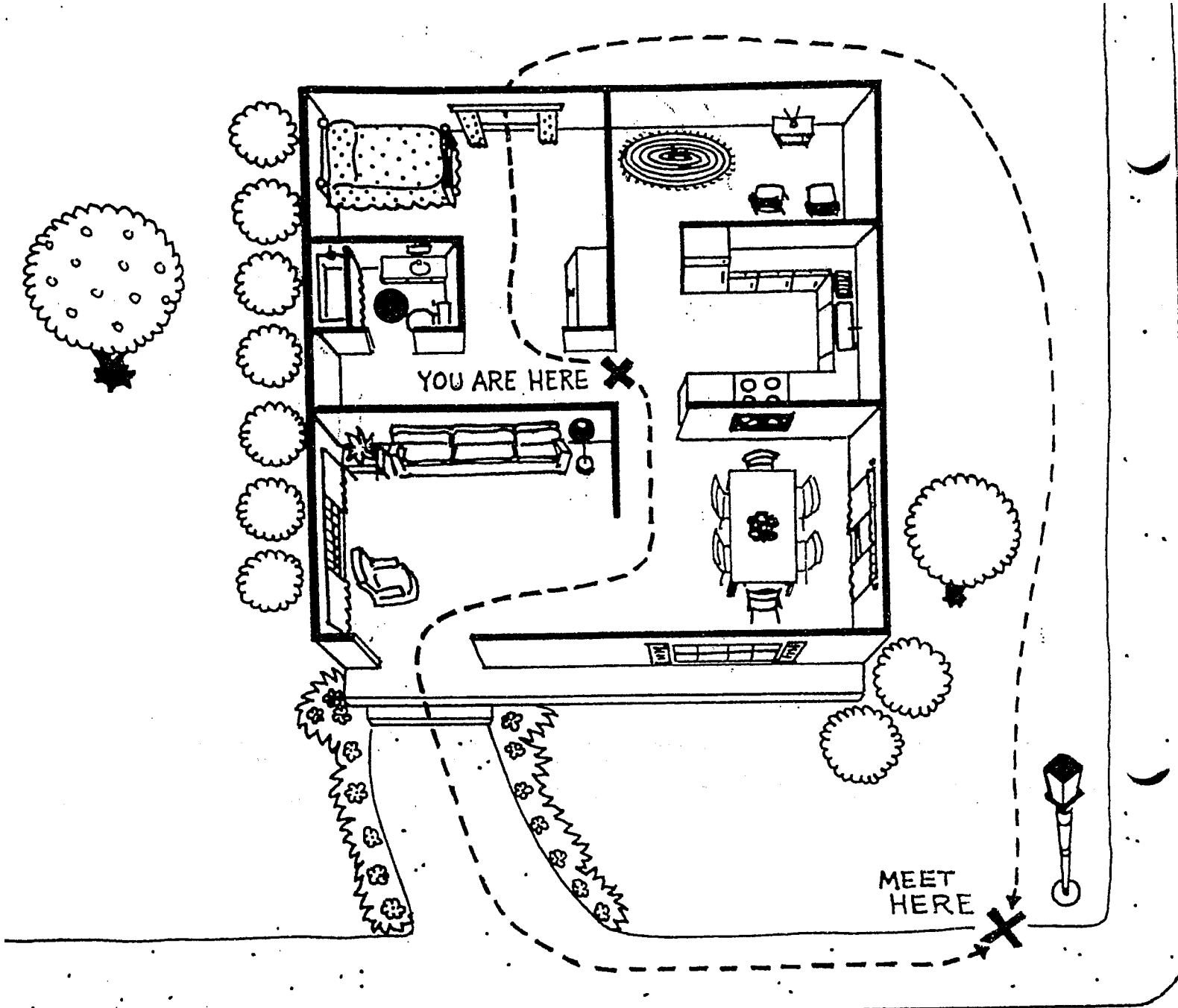


GET OUT!
STAY OUT!
GET HELP!

POISONING



1. GET HELP
2. FOLLOW ADVICE OF POISON CENTER
3. FIND LABEL OR CONTAINER



PLAN ESCAPE NOW AND PRACTICE

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Tick Bites

by Robert Steele, MD

What are they?

The tick attaches to the skin with its head and pincers, allowing it to feed off the person's blood.

What are the symptoms?

Most tick bites cause no symptoms other than some irritation at the attachment site. Illnesses caused from ticks are caused by injection of bacteria from the tick into the person.

What can/should be done at home

The Improper Method for Removing a Tick

There are many home remedies, which are based upon trying to get the tick to back out voluntarily. Application of petroleum jelly, fingernail polish, or 70 percent isopropyl alcohol does not work. A hot match to the back end of the tick does not work. These methods for the most part end up being futile, and may end up putting the individual at more risk for infection.

The Proper Method for Removing a Tick

The use of blunt forceps or tweezers is recommended. The tick should be grasped as close to the skin surface as possible and pulled upward with a steady, even pressure. The tick should not be squeezed, crushed, or punctured if possible. After removal of the tick, disinfect the attachment site and wash hands with soap and water. Dispose of the tick in a container of alcohol or flush it down the toilet. Do not burn the tick.

When to get immediate attention

- If a rash develops after the bite
- If a fever develops -- even days after the bite
- If joint pain develops even weeks after the bite

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Blisters

by Robert Steele, MD

What are they?

These are fluid-filled bumps on the skin. Many different things may cause blisters. Some of the major causes are burns, reactions to insect bites, chronic rubbing or trauma to the skin, and rashes from viral illnesses, such as chicken pox. Blisters, themselves, are usually filled with sterile fluid although they can arise as a reaction from a skin infection.

What are the symptoms?

Most blisters cause no pain unless they rupture, exposing tender skin underneath. The itching often associated with these skin lesions is usually not really from the blisters themselves, but from the irritated skin immediately surrounding the blister.

What can/should be done at home

- *Do not break open the blister* - This can lead to a skin infection. Once the blister opens on its own, put antibiotic ointment on it until it is healed.
- If it is practical, try to protect the blister with an adhesive bandage.

When to get immediate attention

- If the blisters formed because of a burn or chemical exposure
- If the blisters are within the mouth
- If there is significant pain or redness associated with the blister
- If the blister is oozing pus

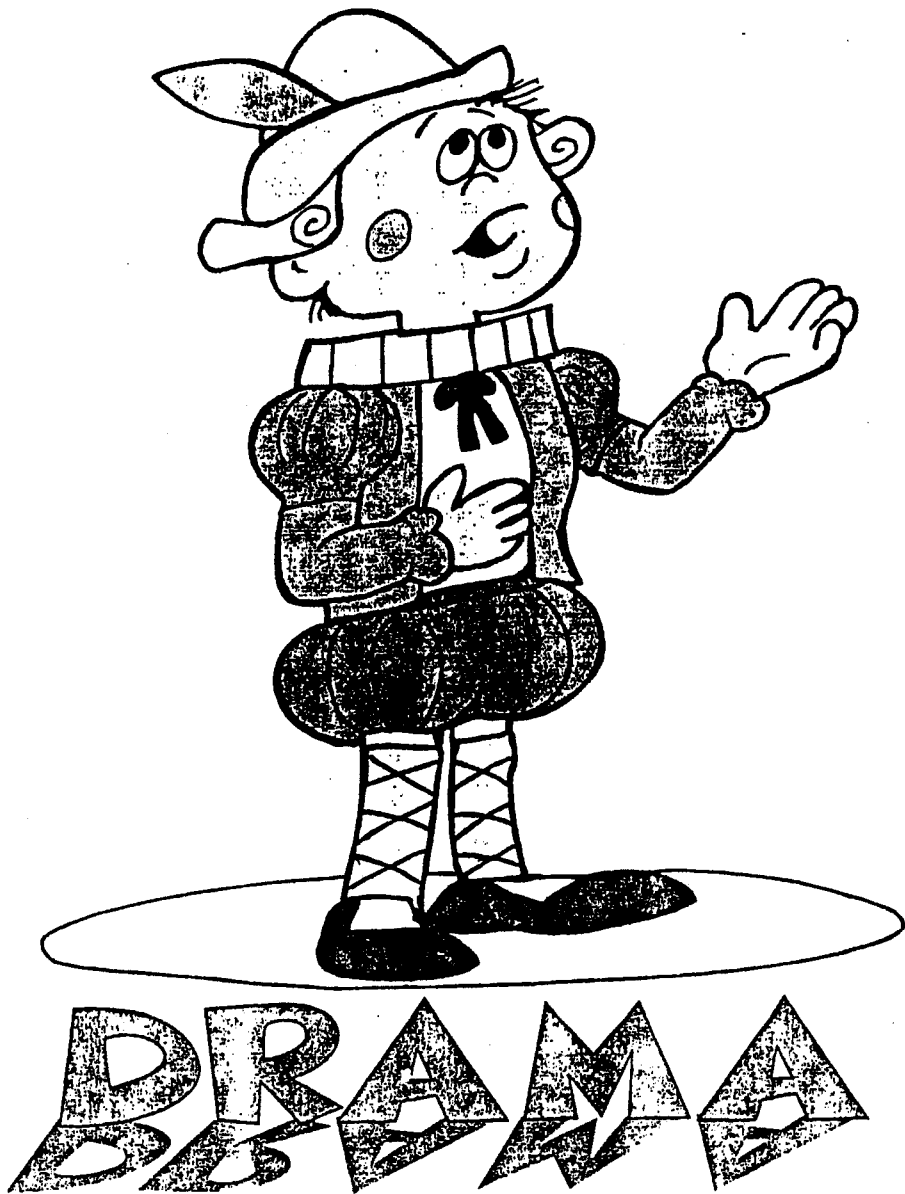
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Pow Wow 1999

Skits



How To Write A Skit

If you've been in Cub Scouting any length of time, you've probably been asked to help prepare a stunt or skit for a pack meeting, church bazaar, or council Pow Wow. Been wondering how to put your ideas into skit form? Where to start? What to do?

The suggestions we make aren't a cut and dried cure-all. But knowing your facilities, your subject, how many boys you have in your den and what parts they'll play will get you off to a good start. So jot down!

1. The subject of your plot.
2. The title, whether serious or funny.
3. The kind of actors you'll use - puppets or real live Cub Scouts.
4. List names and parts.
5. How much time you'll have. Write a skit timed for twenty minutes. Boil it down to five, saving only the best lines.
6. Your stage: Is it an open floor, a platform at one end of the room, or a real honest-to-goodness stage? Know what kind of lighting you'll have, what special effects you can use. There's no need to plan for a lighted campfire if there are no outlets.

REMEMBER

The crowd must like your play, so write it to fit them. Keep the scene-changing to a minimum.

In writing your skit, use stage directions liberally. Tell who goes where, and does what.

Stimulate interest and surprise as you go along. A "walk-on" in each scene sparks interest. A "walk-on" is a character hunting a rabbit or bird, blowing up a balloon, or engaging in some other nonsense.

If you have more actors than the story calls for, sandwich in musical numbers, dances, songs, or magic between acts. Such extra material, including walk-ons, should be related to the play for continuity's sake.

Pantomime done to narration by one boy is the safest bet. Plots involving equally important characters who can easily be replaced or rotated must be considered to compensate for unexpected "no-shows".

Don't do everything in the first act - KEEP THE PLOT MOVING.
AVOID LONG SPEECHES.

Try to condense scenes - tie them together. Too many changes are very boring to the audience.

USE GESTURES AND PANTOMIME FREELY AND WITH EXAGGERATION.

A character to be convincing must be consistent. HE IS GOOD OR BAD, KIND OR MEAN, RUDE OR CITY SLICKER ALL THE WAY THROUGH.

Always have something up your sleeve for the last act - SOMETHING VERY FUNNY TO SEND THEM AWAY LAUGHING OR SOMETHING VERY BEAUTIFUL TO SEND THEM AWAY IMPRESSED.

I

I

I...Remember the three "I's" in putting on skits and stunts.

IMAGINATION

INGENUITY

IMPROVISATION

PANTOMIME

Pantomime is the expression of a thought, emotion or action without words. In advance forms, words may be supplied by a narrator, chorus, or other means, but the actors never speak.

Encourage the group to think about how any thought or feeling or action can be shown without words. Try the following:

THIS IS HOW I FEEL

Everybody sits quietly and thinks about how he'd feel then get up and show how he'd walk -

- if he had to go into a room where a baby was sleeping.
- if he's done something he was ashamed of doing.
- if he were on skis.
- if he had a nail in his shoe.

Or how he'd feel if it's very hot. if he's scared.
if it's very cold. if he's pleased.

THIS IS WHAT I DO

Vocations--baker, policeman, doctor, lawyer, dentist, plumber, barber
Suppressed desires--actor, ball player, boxer, swimmer, singer, dance

HOW WOULD YOU LIFT?

-a very young lady -something very hot -something heavy
-something very fragile -something big and bulky -something cold

THE FIVE SENSES

Hearing - a sudden thundercrack Tasting - food to see if it's
- a far away bell properly seasoned
- a whisper - hot soup
- dance music - bitter medicine

Seeing - an old friend approach Feeling - fresh paint
- an auto crash - sandpaper
- a house on fire - waves on the beach
- a Christmas tree - warmth from the stove

Smelling - a burning dinner
- a skunk
- smoke from unknown source
- a Thanksgiving aroma

HOW WOULD YOU LOOK

If someone gave you a ferocious lion? - if your report card was all
If someone gave you a beautiful ring? - if someone pinched you?
If you lost that?-found it again? - if you smelled something bad?
If you slipped on ice? - if you saw someone kick a dog?

"J U N K H E A P S A G A"

Scene: Two chairs side-by-side are front seats of a car. Four Cubs on hands and knees act as tires and make engine noises as car is starting and running.

Note: Driver and passenger are only speaking parts.

Driver: Let's see if this old jalopy will start.

(Turns key and engine makes noise, but soon dies)

Passenger: Let me look under the hood to see if anything looks wrong.

(Passenger gets out of chair and comes to front of "car"
Opens imaginary hood)

Passenger: Try to start it again.

(Driver turns key and engine makes terrible noise - dies again
Passenger slams down hood and sits back down in chair)

Driver: Did you see anything wrong with the engine?

Passenger: No. Everything looks fine to me. Do you have plenty of gas?

Driver: Yep! Filled her up this morning. Let me try it just once more.

(Driver gets out of "car" and stands in front as if talking to the hood.
Shakes fist several times. Gets back into car and turns key.
Engine starts up and runs smoothly)

Passenger: That is the most amazing thing that I have ever seen. Just what did you say to this car to make it start?

Driver: Just a little piece of advice about cars that my Den Leader gave me at the last Den Meeting:

"If your car is to be a winner,
You must feed it gas for dinner.

If it still runs very badly,
Coax it, beg it, speak to it madly.

If it still won't make the race,
To the junk heap it goes - it can be replaced."

(Car then acts up and all "Cub" tires fall off in all directions)

"H A N G I N G A R O U N D"

Scene: Stage has large rope extending from one side to other. Cubs hook arms over rope as if tied to it. Each Cub has four foot length of yarn. As called upon - Cubs tie "their" knot to large rope.

Announcer: Good evening, ladies and gentlemen. We have an important news flash from deep in the Scoutcraft area of Camp Gotcha-Watamee. We received a hot tip that an important dignitary would be "hanging around" here tonight.

Lark's Head: Hey, announcer. It must be me. I'm the LARK'S HEAD knot. Without me, it would be very difficult to perform any macrame' craft projects.

Two Half Hitches: Now, wait a minute! I perform a more important job than that. I'm a TWO HALF HITCHES and I hold up all of the tents here at Camp Gotcha-Watamee.

Clove Hitch: You guys really put a kink in my fiber. I'm the dignitary here. Why, I'm the CLOVE HITCH. Every cowboy in the Old West would have been on foot if he hadn't had me to tie up his horse at the old hitchin' post.

Bowline: Well, if the cowboys hadn't had the trusty BOWLINE, they could not have made the lasso's used to catch the horses in the first place.

Announcer: My goodness, we certainly have a lot of useful fellows here. (Directs attention to Square Knot) Sir, you seem to be the last knot here. Who are you and what do you do?

Square Knot: I hold two ropes squarely together. I am the SQUARE KNOT. I stand for strength and represent the binding of boys together in the brotherhood of Scouting throughout the world.

Announcer: You seem to be our dignitary. Would you like to talk some more over at the dining hall?

Square Knot: No, I'd just as soon hang around here a little while longer.

"C U B S C O U T C A P E R"

Scene: Planks and crosspieces of wood or cardboard make a railroad track on floor of stage. Railroad crossing sign of cardboard reinforces the effect.

Villain (Dressed in black stovepipe hat, cape, and moustache): Give me the important papers I seek or I'll tie you to the track!

Heroine (In dress and wig. Talks in high falsetto voice): Whatever do you mean? I have no important papers. Someone save me!

Hero 1: I'll save you. Here is the money to pay off the mortgage.

Villain: These are not the important papers I need. Go away or I'll tie her to the tracks.

Heroine: Help! Help! Someone save me!

Hero 2: I'll save you! Here is the deed to the town.

Villain: Go away! I want the important papers.

Heroine: Help! Help! Someone save me!

Hero 3: Here, take this claim to the Gold Mine.

Villain: Get Lost! Those are still not the important papers I need.

Heroine: Help! A train is coming! Someone save me!

Hero 4: I'll save you! Here, take these papers. (Hands villain a roll of toilet paper)

Villain: Now, these are the papers I have been waiting for. (Grabs toilet paper and runs offstage)

Heroine: My hero! (Hugs Hero 4)

"C O M P U T E R C R I M E"

Scene: Large box decorated with dials and knobs and flashing lights (Christmas tree lights do nicely). Professor is dressed in white lab jacket and has hair messed up like "mad" scientist.

Note: Professor and student are the only speaking parts. Other Cubs are behind the box of offstage with noisemakers which sound off when the computer is operating. Answers to professor's questions come as slips of paper or cards slipped through slot in "computer".

Student: Professor, I have travelled all around the world seeking answers to the great questions of life. I have asked wise men in Tibet, Witch Doctors in Africa, Monks in China, and Priests in Peru for answers to the mysteries of the universe.

Professor (With "Mad Scientist" accent): Well, my son. You have certainly come to the right place at last. There is no question that Max the computer cannot answer. Just ask me your questions.

Student: How many angels really can fit on the head of a pin?

(Computer churns and spits out answer)

Professor: One if it's a Bic pen - two if it's a Paper-Mate.

Student: Which is more important - money or success?

(Computer churns and spits out answer)

Professor: Money is not the most important thing in the world, but it's way ahead of whatever is in second place. Just wait until you see my bill.

Student: This doesn't seem to be working out quite as I had expected. Well, here is my last question. What awaits us all after we leave this life?

(Computer churns violently and spits out answer)

Professor: My, but that was a hard question. If you were bad, you wind up being melted down as scrap.

Student: That is interesting. What happens if you were good?

Professor: You wind up as games in the video arcade!

"THE FLAG"

Scene: All house lights are turned off. Several Cubs are stationed around the meeting hall with flashlights. Flashlight beams converge onto an American Flag held by two or three Cubs.

Cub 1: I am the flag. I am the symbol of freedom and tranquility to untold millions in a war-troubled world.

Cub 2: I am the flag. I have travelled the world over fighting those who would take away individual liberty.

Cub 3: I am the flag. I stand as a beacon for all people who desire to fulfill themselves. I represent the chance for happiness, success, security, and stability.

Cub 4: I am your flag. I deserve to be treated with respect and dignity. I deserve respect for where I have been and for where I am going.

Cub 5: You Americans represent me throughout the world to all oppressed and down-trodden peoples. People know me by who you are and what you do and say. You are my flag!



"COLOR ME THE FLAG"

Scenes: Each Cub wears material draped in pancho fashion. Each Cub wears a different color.

Red: I am the red of blood shed as the BRITISH met the new Colonies on the field of battle.

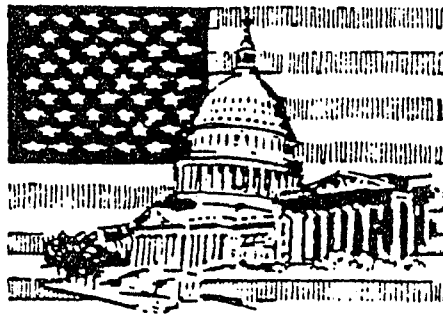
Gold: I am the richness of the FRENCH who explored the great rivers of the Northwest Territory.

Green: I am the green of the Texas and New Mexico cactus as seen by MEXICAN troops.

White: I am the pure white of sands along the southern coastline travelled by the great SPANISH sailing ships.

Blue: I am the deep blue waters of the Mississippi river which carried cargo for the UNION and CONFEDERATE troops during the great Civil War.

All Together: Britain, France, Mexico, Spain, and the Confederacy are all part of our American Heritage.



Skits

WILD WEST SHOW

This can be done one of two ways: either select seven kids to come to the front and each take one of the parts below, or have the entire group get into seven smaller groups, with each group taking one of the parts. Each part requires no acting, only sound effects. The person (or group) assigned to each part simply makes the appropriate sound effect each time their part's name comes up in the story, which is read by a narrator.

The parts and corresponding sound effects are:

The cowboys ("Whoopie!")

The Indians (an Indian yell with war dance)

The women (scream)

The horses (clippety-clop with hands and feet)

The stagecoach ("Rumble, rumble," make circular motions with arms, like wheels)

The rifles ("Bang, bang!")

The bows and arrows ("Zip, zip," do the motions with hands)

The characters (or the groups) should try to overdo their parts and outdo each other. Every time one of the parts comes up in the story, the narrator should pause and allow time for the sound effect or motion. Give the winner (the person or group who does the best job) a prize.

The Story:

It was in the days of stagecoaches and cowboys and Indians. Alkali Ike, Dippy Dick, and Pony Pete were three courageous cowboys. When the stagecoach left for Rainbow's End they were aboard, as were also two women, Salty Sal and a doll-faced blonde. The stagecoach was drawn by three handsome horses and it left Dead End exactly on time.

The most dangerous part of the journey was the pass known as Gory Gulch. As the stagecoach neared this spot, the women were a bit nervous and the cowboys were alert, fingering their rifles as if to be ready for any emergency. Even the horses seemed to sense the danger. Sure enough-just as the stagecoach entered the Gulch, there sounded the blood-curdling war cry of the Indians. Mounted on horses, they rode wildly toward the stagecoach aiming their bows and arrows. The cowboys took aim with their rifles and fired. The women screamed. The horses pranced nervously. The Indians shot their bows and arrows. The cowboys aimed their rifles again, this time shooting with more deadly effect. The leading brave fell and the Indians turned their horses and fled, leaving their bows and arrows behind. The women fainted. The cowboys shot one more volley from their rifles just for luck. The driver urged on the horses and the stagecoach sped safely down the trail.

The Western

Joe and Moe are watching a cowboy movie on TV. (Make a TV from a cardboard box.) Have someone make sound effects of a cowboy and Indian chase, or tape some before hand to use.

Moe: I be that cowboy hits his head on a tree branch and falls off his horse!

Joe: You're on! I betcha he doesn't.

The chase gets wilder and the noise gets louder until a thud is heard.

Joe: Oh, no!

Moe: See, I told you he would, but then I've seen this movie before.

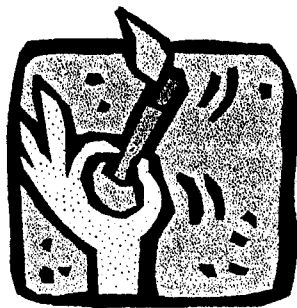
Joe: So what, I've seen it before. too.

Moe: What?! You've seen it before, too? Then why did you bet against me?

Joe: I didn't think he'd be dumb enough to make the same mistake again!

Lighting a Campfire

A boy enters with a large box of matches. He removes a match and strikes it, but it doesn't light, so he throws it away and takes out another match. This one doesn't light either, so he takes out a third match and strikes it, this time it lights. He quickly blows it out and puts it back into the box, looks at the audience and says with a smile, "That's a good one. I'd better keep it for tonight's campfire."



MOWGLI JOINS THE JUNGLE PACK

Here is a short skit based on Rudyard Kipling's *The Jungle Book*. If desired, participants may wear wolf, bear, lion masks, etc.

Personnel: Akela on stage in kneeling position; Mother Wolf kneeling on Akela right; Mowgli sitting with crossed legs facing Akela; Shere Khan, the tiger; Baloo, the bear; The panther; Narrator. Cub Scouts may form pack council in circle around Akela.

Narrator: Kipling's jungle stories as adapted by Lord Baden-Powell of England, who started the Scout movement, have been made the basis of the Cub Scout program in 65 different countries. We have taken our skit from Rudyard Kipling's *The Jungle Book*. As our scene opens, Mowgli, the man cub, has been brought before the pack council. Shere Kahn, the vicious tiger, wants to kill the cub, but Mother Wolf wants to keep the cub as her own. Akela, the great lone Wolf who leads the pack, arises from his rock.

AKELA; Ye know the law -- ye know the law. Look well, oh wolves.

Mother Wolf; Look, look well, oh wolves. (enter Shere Kahn from right.)

Shere Kahn; He is mine! Give him to me!

Narrator: Now the law of the jungle lays down that, if there is any dispute as to the right of a cub to be accepted by the pack, he must be spoken for by at least two members of the pack neither of whom is his mother or father.

Akela; Who speaks for this cub?

Narrator; The only outside creature who is allowed at the wolf pack council is Baloo, the brown bear, who teaches the wolf cub the law of the jungle. (Enter Baloo from left)

Baloo; I speak for the man cub. There is no harm in him. Let him run with the pack. I myself will teach him.

Akela; Baloo has spoken and he is our teacher for the young cubs. Who speaks besides Baloo?

Narrator; A shadow drops into the circle. It is Bagheera, the king of the jungle and nobody cares to cross his path. (enter Bagheera from left).

Bagheera; To kill a small cub is shame! To Baloo's words, I shall add my strength and help this small cub.

Narrator; And this is how Mowgli joined the Seeonee Wolf Pack.

SKITS

THE MAKING OF A FLAG

- Personnel: 7 Cub Scouts
- Equipment: 6 Flags made out of cardboard or construction paper.
- Arrangement: Have Scouts off stage holding a flag he made.
- Cub Scout #1: This evening, Den ___ will display the flags they made and give you a brief history of our flag.
- Cub Scout #2: (Walking in holding his flag and showing it to the audience.) This is the Grand Union Flag. At the beginning of the American Revolution the colonists hoped not so much to gain independence as to correct the wrongs done them under the rule of George III. They kept the British Jack out of loyalty to the crown but added the 13 stripes to show their own unity. It was raised the first day of Jan. 1776, over George Washington's Headquarters.
- Cub Scout #3: This is Old Glory, the first official flag of the United States of America. It was created by a resolution of the Continental Congress, passed June 14, 1777—a date we celebrate as flag day.
- Cub Scout #4: This is the Star-Spangled Banner. When two more states joined the original 3, stars and stripes in the flag were increased to 15. This flag of 15 stars and stripes flew over Fort M'Henry the night of it's bombardment in 1814 and inspired Francis Scott Key to write the verses of our National Anthem.
- Cub Scout #5: This is the Flag of 1818. As more states joined the union, the flag would become an awkward shape if more and more stripes were added. Therefore, on April 4, 1818, Congress passed a law that restored the design of the flag to the original 13 stripes and provided that a star should be added for each new state.
- Cub Scout #6: This is the 48-Star Flag that came into being in 1912, when Arizona became a state. President Taft ordered the stars be placed in six rows of eight stars each. This flag served us through two world wars and the Korean conflict.
- Cub Scout #7: This is the 50-Star Flag. The flag of the United States of America today. The stripes remind us of the 13 original colonies that gained us our Liberty. The stars represent the states bound together into one country. When you salute our country's flag, think of all the things for which it stands: Our history, our liberty, our traditions, our American way of life. Then pledge yourself to honor them as a boy and to uphold them as a man.

(Note: The number of flags may be increased according to the number of boys in the den. Two dens may combine if desired.)

Head Scientist: Latest viewings indicate that these are merely natural ground formations, and there is no proof whatever that they were made by any living beings.

3rd Scientist: Then we must conclude that the flying saucer stories are all hoaxes?

Head Scientist: No, of course not. Most of these sightings have perfectly logical, scientific explanations, and the rest are the direct result of mass hysteria.

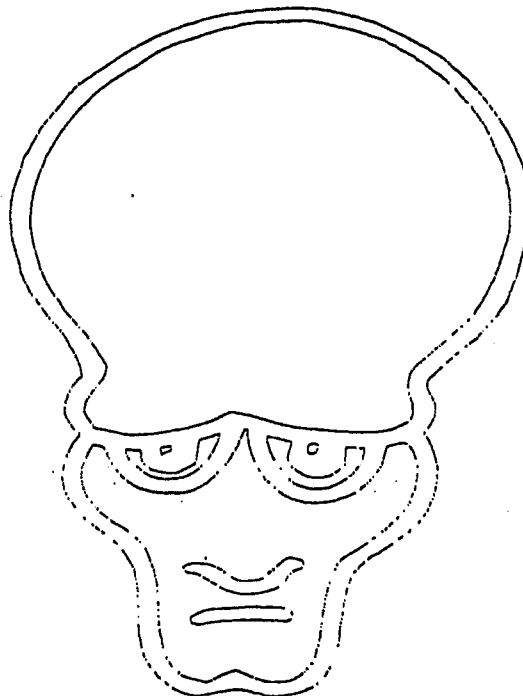
4th Scientist: Then all the strange sounds picked up on radio receivers come from our own transmitters or are produced by atmospheric pressures?

Head Scientist: I'm afraid so.

5th Scientist: I, for one am extremely disappointed. I've always been sure we had neighbors on other planets, or at least on the one nearest us. Perhaps not life as we know it, bus some kind of intelligent life, totally unknown to us.

Head Scientist: Gentlemen, I am going to adjourn this meeting. I can see no point in discussing this matter further. The tests have been so conclusive that any intelligent person must accept the fact that there is no life on..... *(All of the characters turning to audience to reveal weird masks or green make-up)*

All: EARTH!



ASTRONAUTS MEET MOON MEN

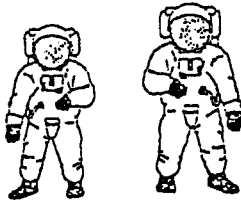
(A singing skit)

CHARACTERS: 2 astronauts
2 moon men

(This is a great opportunity to let Den leaders and/or parents put on a skits.)

Two astronauts walk slowly on stage, looking around as they walk. When they reach center stage they sing:

(To the tune of "Three Little Maids" from The Mikado)



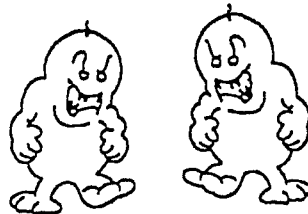
Two astronauts from earth are we,
Filled to the brim with boyish glee,
We are the first to land you see.
Two astronauts are we.

They walk carefully off to the left without looking back.

Two moon men appear from the right. They point and star at the astronauts. When they reach center stage they sing:

(To the tune of "My Darling Clementine")

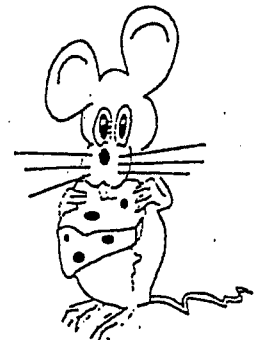
There are two earthmen,
there are two earthmen,
There are two earthmen over there.
Let's sneak up behind them
and give them quite a scare.



Moon men turn and face left as astronauts back slowly on stage from the left. All 4 bump into each other back to back. They jump and scream with fright when they see each other and start to run in different directions. But they stop and cautiously walk together to center stage where they all sing:

(To the tune of "The Marine's Hymn")

We are not afraid of you, and you're not afraid of us.
We are here to do a job, to live on the moon or bust!
We must not fight with each other,
We must try to live in peace.
For it's time to let the people know
That the moon's not made of CHEESE!



GRAND HOWL: Cubs form a big circle, facing in and make the Cub sign with both hands pointing in. In a loud voice they will say, "We'll do our best". On "Best" they jump to their feet with both hands over their heads with the Cub Sign. Bring down the left hand and say "D.Y.B." three times. Bring down the right hand with three "D.Y.B.'s"

RUDOLPH APPLAUSE: Put your hands to your head with thumbs in each ear and with the fingers up, forming antlers. Wrinkle noses while saying "Blink, blink, blink".

BEE APPLAUSE: Put arms out to each side like wings and flap them and say "Bzzzzzzzzzzzzzzzzzzzz".

TURKEY APPLAUSE: Say "Gobble, gobble, gobble", then rub tummy and say "Yum, yum, yum".

GHOST YELL: "Boooooooooooooooooooooo"

APOLLO APPLAUSE: Count down "10..9..8..7....3..2..1..Blast Off!" Move hand up like a rocket. Gain orbit, make a fist and move your hand around your head like a satellite, saying "Beep, Beep, Beep".

SANTA CLAUS CHEER: Hold hand on stomach and say "Ho, Ho, Ho!"

RAINSTORM APPLAUSE: Extend left arm and start patting on the forearm and slowly continue patting down the arm until you reach your palm. Upon a signal, have everyone say "Boom" to represent thunder. Now continue patting arm back up to the elbow, then stop.

BIG HAND: When the leader says, "Let's give them a big hand", everyone holds up their right hand, palm open.

CHIP CHOP: Divide the audience into two groups. One group will say "Chip" and the other group will say "Chop". Point to the first group then the second group. Do this three times and then everyone will say "Timber!"

PINK PANTHER YELL: Put your right foot forward and pivot on the ball of that foot as if you were grinding a bug under your foot. While doing that say "Dead ant, dead ant, dead ant) (to the tune of the Pink Panther).

CRACKER YELL: Crumby, crumby, crumby.

FLINTSTONES' YELL: Shake hands over head and yell "Yabba-dabba-doo!"

FONZ YELL: Extend right fist in front of yourself with thumb up and say "Aaaaaaa".

FLEA APPLAUSE: Click finger nails together.

CLAM CLAP: Hold fist over head and open and close your hand silently.

500 POUNDS: Canary: What does a 500 pound canary say?

Answer: "Here Kitty, Kitty"

B L B CHEER: Give me a "B" ... "B"

Give me a "L" ... "L"

Give me a "B" ... "B"

Put them all together and what do you have?

(putting finger between lips, go "Blb, blb, blb")

CATSUP BOTTLE APPLAUSE: Hold bottle in left hand and try to pound catsup out of the bottle with your right hand.

QUARTER POUNDER APPLAUSE: Place a pretend quarter in your left palm, make a fist with right hand and pound your left hand.

CACTUS YELL: "Yuca Yuca Yuca"

CHINESE YELL: "Foey Foey Foey"

STIRRING ROUND OF APPLAUSE: Clap hands in big circle like mixing a big pot.

RADIO APPLAUSE: Under the leader's control, he will raise his left hand up and down which will control how hard the people will clap. The right hand will control how loud they will cheer. Hands up will be the high, hands low will be the low cheers and claps. Do one, then the other, then mix the movements.

JAPANESE CHEER: Place hands together about chest high and say, "Ah so, ah so".

BUCCANEER YELL: "Yo, ho, ho and a bottle of Coke"

FROZEN CUB YELL: Wrap arms around yourself and say "Brrrrrrr"

RAIN BIRD: Act like a yard sprinkler. Tap the side of your nose and say "Chew". Do this three times as you move your head around. Then bring your face forward again while giving a "raspberry" sound.

PARATROOPER YELL: Jump from plane, say "Geronimo" Grap chest like trying to open emergency parachute and say "Click...click...click AAAAAAAAAAAAAA" Clap hands and say "splat".

BOW AND ARROW CHEER: Make motion as if shooting an arrow and say "Zing, zing, zing".

LION TAMER APPLAUSE: Simulate having a chair and whip. Hold chair out and crack whip, yelling, "Back, back, back" (This sometimes is known as "The Den Leader's Yell")

POPCORN APPLAUSE: With one hand over the other closed, cover it the the other hand. Let the closed hand "grow" from under the other hand and then spring fingers open, saying, "Pop, pop, pop".

MOSQUITO APPLAUSE: With hand slap yourself on the neck, arms, legs, while say, "Ooooo,,,Ahhhh....OOooooo"

FIRE ENGINE YELL: Sound like a sire "RRRRrrrrRRRRrrrr", "Ding, ding, ding"

SWINE APPLAUSE: "Sueeeeeeeeeeee, pig, pig, pig."

COLUMBUS APPLAUSE: Put hands up like holding a telescope and shout, "Land, Ho"

MOTOR CYCLE YELL: Stomp foot as starting motor cycle, say "Varoom", have arms out like hanging on to handle bars. Twist right hand and say "Varoom, Varoom". Now act like you are driving the bike and say, "AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA".

TROMBONE APPLAUSE: One hand on trombone slide and other covering the mouth, go "Wah-wa-wa".

TRUMPET APPLAUSE: "Da-da-da-da-da-da-data-da-Charge"

BULLFIGHTER APPLAUSE: Hold cape to one side and make pass, yelling "ole". After 3 passes, get gored, with an "Ughhh".

SPANISH APPLAUSE: Stand with left hand on hip and right hand held above head in the manner of a flamenco dancer. Simultaneously, snap fingers of your right hand and stomp your feet in a fast tempo, while turning slowly. Continue until you have made a complete circle. About every quarter-turn, yell "Ole".

MAD SCIENTIST: Pretend to hold up a test tube in one hand. Pour something else in to it, then something else, then go "Ha, ha, ha, it is going to work.....Oh no!!!! SSSSSS Boom!"

OVEREATER'S APPLAUSE: Looking uncomfortable, rub stomach and say slowly, "I can't believe I ate the whoooole thing"

ROADRUNNER: "Swoo-sh, swoo-sh, swoo-sh"

AFTER DINNER APPLAUSE: "Plop, plop, fizz, fizz. Oh what a relief it is"

LIGHTS IN THE SKY YELL: "Twinkle, Twinkle"

GIANT SNEEZE: Divide group into three sections. On signal, one group says "O-hishie". Do this one after the other. Start slowly, go faster and faster until everyone combines to one giant sneeze.

SPIDER YELL: Walk all four fingers of one hand up the other arm and then scream, "EEEEEEK".

EAGLE APPLAUSE: Lock thumbs and flutter fingers like wings and say "Cree, cree"

WHALE APPLAUSE: Shake hand like fish swimming and then bring other hand up like a spout and go "PhsssH".

WHIP APPLAUSE: Pretend to snap a whip and yell "YAW, YAW"

MAN IN THE MOON APPLAUSE: Circle face with hands and say "I eat green cheese"

MELTING ICICLE APPLAUSE: Hang fingers down and say "Drip, drip."

SLEIGH APPLAUSE: Bob up and down on chair like riging in a sleigh and say "Ting-a-ling" (3 times)

NEW PERSON CHEER: "Hi there. Welcome! Welcome! Welcome!"

BAWL GAME: Tell Cubs whoever makes the most noise for a given length of time, wins.

STANDING BROAD GRIN: The widest grin is judged the winner as judges measure each boy's grin.

SATELLITE APPLAUSE: Move right hand in a circle over the head, opening and closing the fist while saying in high falsetto voice: "Gleep, gleep, gleep".

PAUL REVERE APPLAUSE: Pretend to be riding a horse, while moving up and down saying "The British are coming, the British are coming"

POLE VAULT APPLAUSE: Stand your two big fingers of one hand on your other arm like legs. Have them run down the arm to the wrist and then jump into the air, as you bring your hand down, clap.

STRONGMAN'S APPLAUSE: Pretend to lift a heavy object and say, "uh, uh, Ahhhhhhhhhhh"

TIGHTROPE WALKER'S APPLAUSE: Hold your arms out pretending to balance yourself on a tightrope, lean to one side and go "Ahhhhhhhhhhhhhh" as you simulate falling.

WOODCHOPPER'S APPLAUSE: Shout, "Chop, Chop, Chop, Timber"

CHEESE GRATER APPLAUSE: Act as if you are looking for the cheese grater in the kitchen drawer. Once you find it start to grate cheese and say "Grate, grate, grate"

JET CLAP APPLAUSE: Swish your hand accross in front of you like a jet and clap your hands twice real fast.

BANANA SQUISH APPLAUSE: Pretend to peel a banana as you say "swish, swish, swish and then squirt the banana at the audience.

HANDKERCHIEF APPLAUSE: Throw a handkerchief in to the air with the instructions for the applause to last until you catch it or it falls to the floor. Vary the length of the applause. Throw long, throw short or no throw at all.

TYPEWRITER HOWL: Click, Click, Click.

MISTAKE APPLAUSE: Clap Hands - but misses, fan air.

JOCKEY CHEER: Stnad with legs slightly bent, cap on backwards. Clap hands on thighs and bounce up and down to imitate riding a horse. Leader waves hands. All stop and yell "Whoa"

SONGS

MY AUNT CAME BACK

(Tune: How dry I am)

(Echo song)

My Aunt came back... from old Japan...
She brought to me... an old silk fan...
(fan with hand)

My Aunt came back... from old Algiers...
She brought to me... a pair of shears... (cut
with fingers)

My Aunt came back... from Holland
too...
She brought with her... a wooden shoe...
(stomp with foot)

My Aunt came back... from Kalamazoo...
She brought for me... some gum to chew...
(chew)

My Aunt came back... from old Hong Kong
...
She brought for me... the game ping pong ...
(move head side to side)

My Aunt came back... from the Knoxville
Fair ...
She brought for me ... a rocking chair ...
(rock back & forth)

My Aunt came back ... from a Scout meeting
too...
She brought for me ... some nuts like you!!!

HE'S GOT THE WHOLE WORLD IN HIS HANDS

He's got the whole world in His hands
He's got the whole world in His hands
He's got the whole world in His hands
He's got the whole world in His hands

He's got the little bitty Tigers in His hands.

He's got the running Wolfs in His hands

He's got the big bad Bears in His hands.

He's got the crazy Webelos in His hands

IT'S A CUB WORLD

(Tune: It's a Small World)

There are Cub Scouts in England and Italy,
There are Cub Scouts in Japan and China,
When the Cub flag's unfurled,
All around this big world,
It's for Cubs like you and me.

Chorus:

It's Cub World after all, It's a Cub World
after all;
It's a Cub world after all, It's a Cub Scout
World.

There are bears and Wolves and Webelos
We wear different patches and different
clothes,
But I tell you, it's true,
We all wear gold and blue,
In our Cub World, after all.

Chorus

Akela guides us all, you see,
To learn and do and grow and be,
And we all meet the test,
"Cause we all DO OUR BEST,
In our Cub World after all.

Chorus

KUM BA YAH

Kum ba yah, my Lord, Kum ba yah!
Kum ba yah, my Lord, Kum ba yah!
Kum ba yah, my Lord, Kum ba yah!
O Lord, Kum ba yah!

Someone's crying Lord, Kum ba yah...

Someone's praying Lord, Kum ba yah ...

Someone's singing Lord, Kum ba yah ...

Someone's scouting Lord, Kum ba yah

MARCH 3

THE MAGIC KITE

CHARACTERS: 6 boy

PROPS: Outside scene, ball of string and kite tail.

SETTING: Boy holding a ball of string with a kite tail on one end. Five other boys gathered around.

- 1st Cub: What's that?
- 2nd Cub: Don't you know what a kite looks like?
- 1st Cub: Sure I do, but if that's a kite, then it sure won't fly
- .2nd Cub: It'll fly, it's magic!
- 3rd Cub: Kites can't be magic!
- 2nd Cub: This one is. All I have to do is say, "Dad, look at the kite I've made."
- 4th Cub: Then what!
- 2nd Cub: He shows me how to make one.
- 5th Cub: That kite still won't be magic!
- 2nd Cub: Un huh! Then he shows me how to fly it.
- 6th Cub: Wow! It's magic if it can do all that. Come on, guys, let's make one.

(All boys going off stage saying "Yeah", "Wow". "It is magic", "Let's Go".)

SKIT WITH KITES

Cub Scouts hold kites they have made.

- 1st Cub: March is the month for flying kites. Always use dry string not wire or anything metal.
- 2nd Cub: Always avoid busy streets and highways when flying your kite.
- 3rd Cub: Fly your kite far from TV and radio antennas.
- 4th Cub: Always fly your kite far from electric or telephone lines.
- 5th Cub: Call your Power company if the Kite gets caught in lines. Do not pull the string.
- 6th Cub: Keep away from fallen wires and don't climb power poles.
- 7th Cub: Remember, the kite you save may be your own.

MARCH 4

CITY SLICKERS

Cast: Ma, Pa, Boy, Sis, all dressed as hillbillies. Two boys dressed as city slickers.

Props: Large cardboard car cutout with handles on back. A log cabin prop or backdrop.

Setting: Two city slickers drive up in front of log cabin and honk their horn.

MA: (Comes out of cabin) Howdy! What Ya'll want?

Driver: How do we get to Tulsa?

Ma: Well... I don't rightly know, but I'll ask my son. (Yells into cabin) Sonny, How do ya'll get to Tulsey?

Boy: (comes out) Well, Ma. I don't rightly know. I'll ask Sis. (Yells into cabin) Sis, how do ya'll get to Tulsey?

Sis: (comes out) I don't rightly know. I'll ask Pa. (Yells) Pa, how do ya'll get to Tulsey?

Pa: (comes out) Let me see now. I don't rightly know how to get to Tulsey.

Rider: Boy! You people sure are dumb. You don't know anything, do you?

Pa: Well..... it's this-a-way. We might not be right smart... but we ain't lost!

(Curtain)

LAMP POST

Actors: 3-6 persons
Prop: 1 flashlight
Setting: One person comes in with flashlight and announces: "I am a lamp post." He stands, holding light for the remainder of skit.

(2nd boy comes in and begins to look for something near light)

3RD BOY: (Enters) What are you looking for?

2ND BOY: I have lost a dollar and I just have to find it:

(3rd person begins to help look)

4TH BOY: (enters) What are you looking for?

2ND BOY: I have lost a dollar and I just have to find it.

(4th person begins to help look)

(Continue this procedure until last person enters)

LAST BOY: What are you looking for?

2ND BOY: I have lost a dollar and I just have to find it.

LAST BOY: Where did you lose it?

2ND BOY: Down the street.

ALL Then why are we looking here?

2ND BOY: Because this is where the light is!

MAY 4

ODE TO A CUB SCOUT LEADER

(Tune: Battle Hymn)

He was only 7 years old when they called me to the force. I said, "I'm not equipped!" They said, "Oh yes you are. What's more we will train you in the basic. We'll outfit you for the corp." and they shove me out the door.

Chorus:

Glory, glory. I'm a leader. How'd I get to be a leader? All I did was have a S-O-N. Is this the price I pay?

They taught me to be thrifty, to be thoughtful, to be true. They taught me how to string beads like noble Indians do. I had to learn to dig a trench, and how to use it too. And you should taste the stew.

Chorus

I had to learn to sing songs that I didn't understand. I learned to dance the Polka, and to make a rhythm band. To think of what to do, and to forget what I had planned. And they say that Scouting's grand!

Chorus

We went walking in the woodland, my Cub Scout Den and me. The handbook says that nature has a wealth of sights to see. It's true---we sure see sights when we were found eventually. And I do this all for free!

Chorus

But even though I grumble and I mumble and I shout. Though there were days I wonder what's the best way to get out. I guess when all is said and done. There isn't any doubt. I'm glad to be a scout!

QUARTERMASTER'S STORE

There are snakes, snakes, snakes
Big as garden rakes
In the store, in the store
There are snakes, snakes, snakes,
Big as garden rakes
In the Quartermaster's store.

Chorus

My eyes are dim,
I can not see.
I have not brought my specks with me.

There are mice, mice, mice,
Running through the rice,
In the store, In the store
There are mice, mice, mice
Running through the rice
In the Quartermaster's store

Chorus

There are rats, rats, rats
Big as alley cats,
In the store, In the store,
There are rats, rats, rats,
Big as alley cats,
In the quartermaster's store

Chorus

TAPS

Day is done,
Gone the sun,
From the lakes,
From the hills,
From the Sky;
All is well, safely rest
God is night.

LITTLEST WORM

(Tune: The prettiest girl I ever saw)

The littlest worm,..... I ever saw,....
Was stuck inside,..... my soda straw,.....
(repeat together)

He said to me,... Don't take a sip,...
For if you do,... I'll surely flip,...

I took a sip,... And he went down,...
He went right down,... He must have
drowned,...

He was my pal, ... He was my friend, ...
And now his gone, ... And that's the
end,...

And then I burped,... And he came up,...
He came right up, ... Into my cup,

He said to me, ... That wasn't nice, ...
You did it once, ... Don't do it twice, ...

The moral of, This little tale, ...
If you see a worm, ... Just don't inhale,
...

The littlest worm, ... I ever saw, ...
Was stuck inside, My soda straw,.....

MY DREAM CAME TRUE

(Tune: I've been working on the
Railroad)

I was dreaming of a campfire, burning
clear and bright.

Sparkling stars were all above me, upon
a summer's night.

I was dreaming that my best friends all
were dreaming too.

When I woke and looked around me, I
saw my dream came true.

BACKYARD TREASURES

(Tune: Clementine)

In the backyard, there are treasures,
There are treasures all around ,
If you look hard in my backyard,
All the treasures can be found.

Found some pine cones and an ant hill,
And a toad, eating some bread.
I can hide them in my pocket,
And I'll keep them 'neath my bed.

Momma found them in my pocket,
So she yelled and screamed and cried.
"You can keep those rotten pine cones,
But the frog, can stay outside."

So I took them to the backyard,
To her flower bed to rest.
I'm so glad she didn't find that
Beetle hidden in her desk.

CUB SCOUT VESPERS

Tune: O Tannenbaum

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

NOAH

The Lord said to Noah, there's going to be a floody, floody,
The Lord said to Noah, there's going to be a floody, floody,
Get those animals out of the muddy, muddy,
Children of the Lord.

CHORUS

Rise and shine and give God your glory, glory,
Rise and shine and give God your glory, glory,
Rise and shine and give God your glory, glory.
Children of the Lord.

Oh Noah, Oh Noah, he built him an arky, arky,
Oh Noah, Oh Noah, he built him an arky, arky,
Made it out of hickory, barky, barky,
Children of the Lord.

Chorus

The animals they came, they came by twosies, twosies,
The animals they came, they came by twosies, twosies,
Elephants, giraffes, and kangaroosies, roosies,
Children of the Lord

Chorus

It rained and it rained for forty daysies, daysies.
It rained and it rained for forty daysies, daysies,
Dam near drove those animals crazy, crazy,
Children of the Lord

Chorus

The sun came out and dried up the landy, landy,
The sun came out and dried up the landy, landy,
Everything is fine and dandy, dandy,
Children of the Lord

Chorus

This is the end, the end of my story, story,
This is the end, the end of my story, story,
Everything is hunky, dory, dory,
Children of the Lord

Chorus

SONGS

(Continued)

You Ought To Be A Cub

(Tune: You Ought to Be a Star)

Would you like to hike in a park?
Sit at campfires way after dark?
Name a tree by the feel of its bark?
Well then you ought to be a Cub.

A Cub is a boy who wants to learn all he can,
To learn about himself, about his land.
He's got curiosity, he likes to have fun,
He feels good when he gets to help someone.
He does his best, and he's always climbing up,
You know you ought to be a Cub.

And do you like to swing through the air?
On a rope that you tied with great care?
Be a Wolf and then maybe a Bear?
Well then you ought to be a Cub.



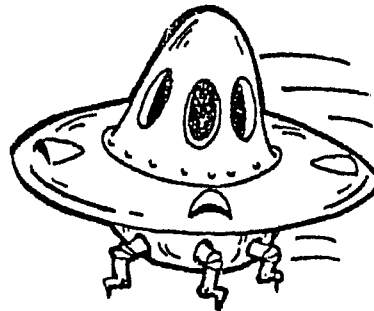
Cub Scout Space Station

(Tune: Flying Trapeze)

We're gliding through space with the
greatest of ease.
And outside it's minus 5000 degrees.
But in our space station we float as we
please,
While eating dehydrated cheese.

Our Cub Scout Space Station is orbiting
Mars.
We're doing experiments on nova stars.
We're searching for black holes and
even quasars.
We've been quite successful so far.

We past by the station the Russians call
Mir.
We see all the damage the wreckage is
clear.
As we past by we give them a hand,
As Cub Scouts we do all we can.



JUNE - BUGS AND THINGS

THE BUG HIKE

SETTING: Set up a tent on stage.

CAST: 4 Cub Scouts, 2 boys back stage with flashlights



Boy 1: Boy am I glad that hike is over with I'm really tired.

Boy 2: The mosquitoes must have called up all their relatives and told them we were coming. I feel like I've been eaten alive.

Boy 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. That gave those blood thirsty critters to much of a chance to eat me up.

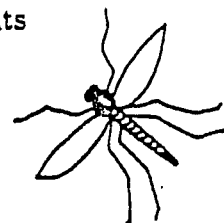
Boy 4: I feel the same way. I couldn't feel worse if I was used as a pin cushion.

Boy 1: Bugs, bugs, everywhere. I wouldn't mind if it didn't itch so much.

Boy 3: My blisters don't hurt as much as these bites itch.

Boy 2: Well we're OK now. The river is over a mile away and besides those bugs couldn't find their way here in the dark anyhow. (boys start moving flashlights around off stage)

Boy 1: Hey look over there the bugs are coming after us with their flash lights everybody hurry up and get in the tent!!!!



The Den Leader's Bouquet:

Characters: Six Cub Scouts in summer uniform or Cub Scout t-shirts.

Scene: A nature walk.

Props: Cub-fashioned bouquet, with strands of ivy hanging from it.

1st CUB: Gee, fellas. I don't think Mrs. Brown's having a very good time.

2nd CUB: Well, you didn't help things much, giving her that garter snake.

3rd CUB: I was just trying to help her collect stuff for our nature display at the pack meeting.

4th CUB: Yeah...and you heard what she said, "Nothin' ever again that moves by itself!"

3rd CUB: So...now I know better!

5th CUB: Don't worry about a thing, you guys. I'm gonna fix everything!

6th CUB: Yeah? How?

5th CUB: Well, you know how nutty women are about flowers? So, I picked her this neat bunch of flowers. (He holds up the bouquet, with trailing strands of ivy.) See?

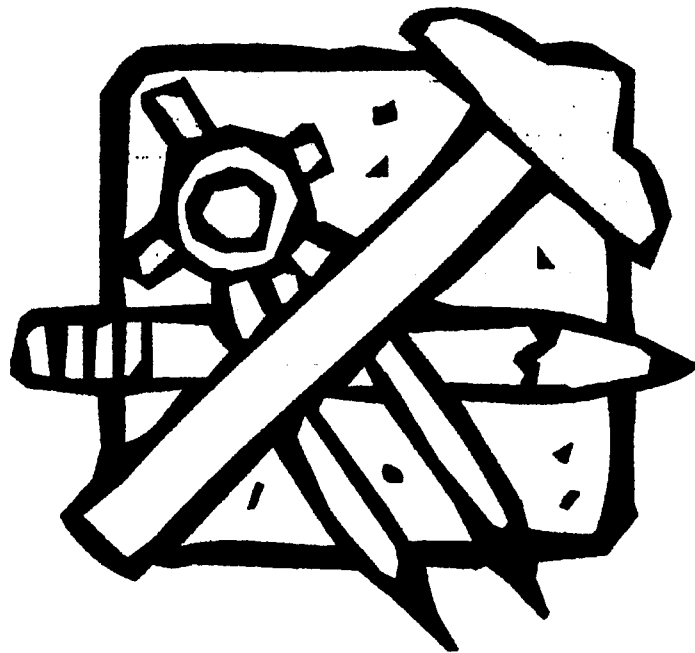
6th CUB: Oh, no...(wails) We'll never get to go on another hike!

5th CUB: How come?

6th CUB: Because, you jerk....that's poison ivy!

(All of the Cub Scouts except #5 say "OH, NO" in loud, disgusted voices and run off stage, leaving the 5th Cub Scout standing with bouquet. He drops it, starts to scratch and also runs off stage.)

Webelos Technical Activity Pins



Technology Group Webelos Activity Badges

Craftsman
Engineer
Handyman
Scientist

General hints:

Many leaders feel uncomfortable in instructing boys in the Technology Badges, because they lack an in-depth knowledge of these subjects. If you are one of these individuals, **DO NOT BE AFRAID!** The principles involved are easily grasped, and can be demonstrated with common household items. Listed below are a few simple steps to successfully teaching technology skills:

Be Prepared

Read the appropriate section of the Webelos Book prior to the den meeting, decide on what you want to demonstrate, and collect all of the materials first.

Try it Yourself

Practice your experiment or demonstration by yourself **BEFORE** the den meeting to uncover any unexpected results or problems.

Know Where to Find More Information

If a scout asks a question that you can't answer, follow these steps:

1. Praise him for asking a good question, tell him that you don't know the answer, but will try to find out.
2. Look up the answer. Try an Encyclopedia, ask a Librarian for help, or contact your school's Science Department.
3. Understand the answer you receive. (Keep reading or asking until you do understand!)
4. Convey the answer to the scout **AT THE NEXT MEETING.**
5. Reiterate that it was a good question. (No question is too dumb to ask.)

Show Enthusiasm for the Subject

Even if the subject matter bores you to tears, **BE ENTHUSIASTIC.** Scouts will pick up on your attitude, and show interest.

KISMIF

As with everything else in Scouting, **Keep It Simple, Make It Fun.** Scouts learn best when they are having fun.

Expect the Unexpected

Craftsman

This badge involves the use of simple hand tools. If you have no experience in the use of hand tools, ask some of your scout's parents to help out. This not only solves the immediate problem, but also is a good way to get other adults involved in scouting, not to mention teaching YOU a useful skill.

The first requirement that you should work on for Craftsman is Requirement 3: *Explain how to safely handle the tools that will be used for this activity badge.* It is very important for scouts to learn the proper respect for tools. They should not fear them, but they should not treat them as toys either. The tool safety section of the Webelos Book (pg. 124) is a good start. A good source for more in-depth information on tool safety is your local hardware store or home center.

Be sure that everyone using tools (including you as the leader!) wear the proper personal safety equipment at all times. This includes, but is not limited to: Safety glasses or goggles, protective clothing, and gloves, ear protection, and dust masks if required.

All Webelos must make projects out of wood to earn their Craftsman Badge. They will need to know how to use the following tools at a minimum: Coping or Jig Saw, Hammer and nails, Screwdriver and screws, and Paintbrush and paint. NOTE: Power tools are NOT required for the projects, although they may be used at your discretion. If you do decide to use power tools, be sure to instruct your scouts in the safe use of the specific tool that you are using immediately before use. Remember to review the safety rules at each den meeting that you will be using tools.

When selecting projects for Craftsman, keep them simple. A list of sample projects is included on pg. 122 of the Webelos Book. More projects ideas can be found in the Cub Scout Fun Book, the How-To Book, the monthly Program Helps and at Roundtable. Plans for a sample project (Catapult) are included here. This project is especially good in that it requires the use of a saw, hammer, drill, screwdriver and sandpaper. It also has the added advantage of satisfying one of the requirements for the Engineer Activity Badge.

In addition to the woodworking projects, Webelos can make projects out of leather, plastic, clay, or some other suitable material. If you have a hobby that involves making projects from some material other than wood, this is your opportunity to shine. If not, try to enlist some parental help, or the help of some other leaders.

Don't attempt too ambitious a project, as this will most likely end up frustrating both you and your den. REMEMBER: KISMIF!

Craftsman Requirements

Do These:

1. Using hand tools, make two objects to use in the home.
2. Cut out four different things from wood, such as the items listed below. Use a coping saw or jigsaw for at least two of these projects. Put them together with glue, nails, or screws, and paint or stain them.

Book rack	Napkin holder
Shelf	Animal cutouts
Bulletin board	Garden tool rack
Weather vane	Lid holder
Tie rack	Mailbox
Letter holder	Birdhouse
Notepad holder	Desk nameplate
Toolbox	Letter, bill, and pencil holder
Towel rack	Bread box
Recipe holder	Key rack
Lamp stand	Measuring cup rack
Kitchen knife rack	Measuring spoon rack
Kitchen utensil rack	

Or do any similar projects that you and your Webelos den leader agree upon.

3. Explain how to safely handle the tools that will be used for this activity badge

And Do One of These:

4. Make four useful things of leather. Design these yourself. Include cutting, tooling and lacing.
5. Make four useful things of plastic. Include cutting, gluing, and finishing.
6. Make a display stand, frame, or box for a photo, a model, or an award you or someone else has received. Use wood or other suitable material.
7. Make four items of clay to be fired (baked), decorated, and glazed.
8. Make four useful items of some other material that you and your Webelos den leader agree upon. such as metal, glass, paper, rubber, or rope. These should be challenging items and must involve several operations.

Engineer

This badge frightens off more leaders than any other due to a perceived lack of knowledge of the subject matter. To most people, Engineering is a fearsomely complex and arcane subject, that is taught only to college students who got straight "A"s in science and math. This is simply not true. Engineering is nothing more than planning or designing something. It can be as complicated as a space station, or as simple as a paper airplane. Take a look around you. Everything that you see that is man-made was designed and planned by an Engineer.

Most Scouts are natural Engineers. They always want to know what makes something tick, and will frequently take it apart to find out the answer. This is a good way to introduce the scouts to the Engineering badge. Get a hold of an old, worn-out or broken appliance. Give each of the scouts a tool and let them take it apart (be sure to unplug and drain it first!). See if they can guess what is broken or worn out. See if they can figure out what the parts inside do. (If one of the parents in your pack is an engineer or technician, ask for their help. Most will jump at the chance.) While the scouts are busy taking their appliance apart, ask them to list 10 different things that engineers do. Help them along at first, but once they get going, they should have no problem coming up with 10 things.

Once the boys understand what engineering is, get them started on their own Engineering design project. Good sources of information include the Webelos book, Cub Scout Fun Book, How-To Book, and Engineering, Surveying, Electricity, and Architecture Merit Badge Pamphlets.

If there is a construction site in the vicinity, try to arrange a tour of the site. This has the added benefit of getting an expert to talk to the boys.

Talk to the town planning board to see if there is a town surveyor who might be willing to show the Webelos how property lines are measured and determined. This might require a field trip, or if you are lucky the surveyor may come to your meeting place.

Utility companies often have public affairs offices that are willing to give tours and/or demonstrations to groups about electricity generation and distribution. Take advantage of these resources. They usually put on an excellent show.

Models of bridges are easily constructed from cardboard, toothpicks and gumdrops. Details of the workings of bridges are available in the Webelos book on pages 140-142. Your Local or State Highway Department are also good resources for information on the design, building, and maintenance of bridges in your area.

A block and Tackle (used for lifting heavy objects) may be easily constructed out of a coat hanger and a spool (See Webelos book, pages 143-144).

Plans for building a catapult are included in this book.

Anyone can draw a floor plan of their house. All that is needed is a tape measure. The plans should show doors, windows, and stairways. A local builder is a good source of sample floor plans, as is your local building inspector.

Engineer Requirements

Do Five of These:

1. List 10 different things engineers do.
2. Visit a construction job. Look at a set of plans. Tell your Webelos den leader about these. (Get permission before you visit.)
3. Measure the length of a property line. Explain how property lines are determined.
4. Make a drawing of how electricity gets to your house.
5. Make drawings of three kinds of bridges. Explain them.
6. Make and show how a block and tackle works.
7. Build and show how a catapult works.
8. Draw a floor plan of your house. Include doors, windows, and stairways.

Handyman

The Handyman Activity Badge is designed to give the Webelos Scout the self-confidence to try simple repairs himself, rather than relying on a repairman. The requirements are divided into three groups: Simple Auto Repairs, Simple Bike Repairs, and Simple Home Repairs.

For Auto repairs, you need access to, and familiarity with a car. I would strongly suggest using your own car, so that you are familiar with the procedures for changing light bulbs, removing and changing tires, and checking oil level and tire pressure. If you are unfamiliar with these procedures, check in the owner's manual for your car or ask a car dealer to show you how. You will probably need no tools beyond a screwdriver and a tire pressure gage. As with all skills that you are going to teach your scouts, practice before you teach! If you make a mistake, don't get flustered. Tell your boys that you can always make mistakes, as long as you learn from them.

For Bike repairs, have one of your scouts volunteer to bring in his bike for a repair demonstration. When the bike arrives, check it over for safety. (Now would be an ideal time to revisit the safe biking rules from the Wolf book (pg. 88-89), and the Bear Book (pg. 96-101). Another good resource book is the Cycling Merit Badge Pamphlet.) Once you have performed a safety check, show the scouts how to adjust the seat and handlebars for a comfortable fit, tighten and lubricate the chain, and fix a flat and properly inflate the tires. If you are not familiar with these procedures, check the owner's manual of a bicycle or ask at a bike shop. Most of the time they will be willing to teach you, especially if you mention that it is for Scouts. Again, practice your repair skills before attempting to demonstrate them to boys! The tools that you need for Bike repairs are typically two adjustable wrenches, an oil can, and a couple of rags.

The Home repairs covered in this badge consist of replacing a light bulb, cutting a lawn, arranging a safe storage area for hazardous household chemicals, or tools (including the cleaning and labeling of these tools), washing a car, and building a saw horse. (You will need a hammer, saw, and nails for the last project, and it can be used toward the boy's Craftsman Activity badge. Be sure to emphasize the safety rules associated with each of these tasks.

After he completes this badge, the Webelos scout will have gained the skills to successfully complete many simple around the house repairs. But more importantly, he will have gained invaluable self-confidence that will enable him to tackle progressively more challenging repair tasks. Nothing builds pride more than being able to say, "I did it myself!"

Handyman Requirements

Do Six of These:

1. With proper adult supervision, wash a car.
2. Help an adult change a tire on a car.
3. Replace a bulb in the taillight, turn signal, parking light, or headlight on a car.
4. Show how to check the oil level and tire pressure on a car.
5. Make a repair to a bicycle, such as tightening the chain, fixing a flat tire, or adjusting the saddle or handlebars.
6. Properly lubricate the chain on a bicycle.
7. Properly inflate the tires on a bicycle.
8. Replace a light bulb in a fixture or lamp.
9. Arrange a storage area for household cleaners and materials that will be safe from small children.
10. Build a sawhorse or stool to be used around your home.
11. Mow a lawn and properly rake and dispose of the grass clippings.
12. Arrange a storage area for hand tools or lawn and garden tools.
13. Clean and properly store hand tools or lawn and garden tools in their storage area.
14. Mark hand tools or lawn and garden tools for identification.

Scientist

In the Engineer Badge, your Scouts found out how things worked; In Scientist they will find out why things work. A scientist finds out about the world around us by using the Scientific Method: Observe something; Come up with a Theory as to why that something behaves in the way it does; Devise an experiment to test your theory; Note the results of your experiment; and finally, Draw conclusions based on these results.

When you start on the Scientist badge, begin by discussing what Scientists do, and lead into a discussion of the Scientific Method. Challenge your Scouts to try to follow this method while working on this badge.

Bernoulli's Principle states that the faster a liquid or gas moves, the lower the pressure of that liquid or gas is. This is the basis for flight, and the entire subject of Aerodynamics. The experiment in the Webelos book on pg. 286 is a terrific demonstration of this principle. (If you haven't tried this experiment, you won't believe the results until you do.)

Pascal's Law states that the pressure inside a closed container of liquid or gas is the same in every direction. This is the basis for the science of Hydraulics. There are a number of experiments in the Webelos book on pages 286-287. Boys especially enjoy the Hot Water Bottle Hydraulic Jack, and will really understand the concept of Pascal's Law after trying it for themselves.

Inertia is a property of all matter, and was "discovered" by Sir Isaac Newton. After careful observation of the world around him, Sir Isaac postulated that 1. An object in motion tends to remain in motion in the same direction, unless acted upon by an outside force, and 2. An object at rest tends to remain at rest unless acted upon by an outside force. This does not seem so obvious until you consider *gravity* as an outside force. (This is the part where the apple came in.)

The Webelos book lists a number of ways to demonstrate this concept on pages 288-289, but my favorite has always been to use a "Hot Wheels" track, including a "Loop-the-Loop", a jump, and a spectacular crash at the end.

In addition to describing and experimenting with the above three concepts, the Webelos Scout must perform six other experiments in areas such as Atmospheric, Air, and Water Pressure, Weather, Crystal growth, Balance, and Vision. Experiments in all of these fields are included in the Webelos Book on pages 290-303. Other good sources of Experiments are your child's science book, (or Science Teacher!), and TV shows featuring Mr. Wizard, Beakman, and Bill Nye the Science Guy. (Mostly found on PBS)

Remember, Simple Experiments demonstrate a concept better than needlessly complex or difficult ones.

Scientist Requirements

Do These:

1. Read Bernoulli's Principle. Show how it works.
2. Read Pascal's Law. Show how it works.
3. Show three different ways how inertia works.

And Do Six of These

4. Show the effects of atmospheric pressure.
5. Show the effects of air pressure.
6. Show the effects of water and air pressure.
7. Explain what causes fog. Show how this works.
8. Explain how crystals are formed. Make some.
9. Define balance. Show three different balancing tricks.
10. Show in three different ways how your two eyes work together.
11. Show what is meant by an optical illusion.
12. Get a booklet on how to care for the eyes. Read it.

WEBELOS GATHERING ACTIVITY

Scientist Activity Badge



Match Wits With Einstein!

If you can answer all these - you must be a genius too!

1. B _____ developed the principle that explains how a plane can fly.
2. Air has W _____ in it, but the molecules are so small you don't always feel the dampness.
3. The force that keeps us from floating is called G _____.
4. The P _____ in the center of each eye adjusts in size depending on how much light is available.
5. P _____ discovered that pressure in a closed container of gas or liquid is equal in all directions.
6. An O _____ illusion is something you "see" that really isn't there.
7. The blanket of air around the earth is its A _____.
8. Your eyes are very much like the L _____ of a camera.
9. We learn all about these laws, principles, and phenomenon in the S _____ Activity.
10. I _____ is a phenomenon that says things in motion tend to stay in motion and things at rest tend to stay at rest.
11. Some liquids when they get solid, form shapes called C _____ that are all the same shape.
- 12 Your B _____ enables you to stand steadily, and it's also a mechanical tool that lets you weigh things.
- 13 Mixing cool air into warm air causes a mist of F _____ to appear.
- 14 An educated scientific "guess" is a H _____.
- 15 An scientific task that tests a hypothesis is an E _____.
16. C _____ air used in machines like air pumps and jack hammers helps do work.
17. Air pressure at sea level is about 15 pounds per square inch, but in higher areas it decreases so the pressure is L _____.
18. The R _____ in the eye focuses an image of what you're looking at.

WEBELOS GATHERING ACTIVITY
Forester Activity Badge



Fun With Trees

Play On Names

Match each statement on the left to the appropriate tree on the right.

This tree comes in twos
This tree is nearest the sea
This tree is a romantic evening for 2
This tree keeps you warm
This tree was an Egyptian plague
The tree we offer when we shake hands
This tree is used in kissing
This tree is always crying
This tree is a Colorado ski slope

Date
Aspen
Locust
Pear
Tulip
Beech
Weeping Willow
Palm
Fir

What Wood Would You Use?

Match the products on the left to the appropriate tree on the right.

baseball bats, tool handles
furniture, lumber, barrels
paper, soft lumber (derby cars)
gunstocks, cabinets
bowling alley lanes
lumber for outdoor decks

redwood
black walnut
pines
maples
ashes
oaks

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WEBELOS GATHERING ACTIVITY
Naturalist Activity Badge

Bare Bird Facts

Fill in the correct answer(s).

- (1) What is the fastest flying bird? _____
- (2) How high can birds fly? _____
- (3) What is the Nebraska State Bird? _____
- (4) What bird has become extinct in the last 75 years? _____
- (5) Why do all birds build nests? _____
- (6) Name two "major league" birds. _____
- (7) Which birds can fly backwards? _____
- (8) What bird is known for its famous deliveries? _____
- (9) What is the largest bird in North America? _____
- (10) What is the smallest bird in the world? _____
- (11) List three birds that cannot fly. _____
- (12) What color is a bluebird? _____

Scrambled Eggs

Unscramble the letters to spell names of birds.

BOIRN _____
KEDIACEHC _____
NAILCRAD _____
ROTKS _____
ROOLIE _____
YALEJUB _____
HENCCIK _____
YANCRA _____
SIBI _____
GNPNEIU _____

NEW R _____
CUDK _____
A W N S _____
EYRUTK _____
ARKEPATE _____
LAGEE _____
SOGEO _____
ILOMFNAG _____
NUTCAO _____
ACCEKOP _____

Webelos Scientist Activity Badge Ideas

Water Rockets

Variation of demonstration at Philmont Training Center, 1992. This design by Stan Pope, a Volunteer Scouter for W.D. Boyce Council, Peoria, IL

This uses air pressure and reaction mass to shoot a "rocket" 50 to 100 feet into the air. The launcher holds the rocket by "friction". Air is pumped into the rocket. When the force of the air pressure inside the rocket overcomes the force of friction holding the rocket down, the rocket shoots up into the sky.

Parts:

- (a) 5 ft. 3/4" PVC Pipe (A, B, C)
- (b) 8 in. 1/2" PVC Pipe (D)
- (c) 2 - 3/4" PVC Caps (E, F)
- (d) 1 - 3/4" PVC Elbow (G)
- (e) 1 - 3/4 X 3/4 X 1/2 PVC Tee (H)
- (f) 1 - Auto Tire Valve Stem (J)
- (g) 2 in. 5/8" Clear Plastic tubing (K) - Use thick wall variety.
- (h) 1 - board - 4" x 8" x 3/4"
- (i) 2 - Pipe clamps for 3/4" pipe (M)
- (j) 4 - 3/4" X #6 flat head wood screws (N)
- (k) Rockets: 2-Liter Plastic Soft Drink bottles

Construction: Drill a 1/2" hole in the center of one end cap; insert valve stem and pull it firmly through the hole. Clean and cement PVC parts together according to the above diagram. Taper the 2" section of clear plastic tubing to about 1/16" wall thickness. Push it down around the 1/2" pipe, small end up. (The tapering can be done by turning the tube on a 5/8" spindle and cutting with a sharp tool such as a "surfform".)

Alternative:

Wrap plastic electrical tape around 1/2" Pipe at junction with Tee. (Diameter of wrap should be slightly less than diameter of Tee.) Wrap more tape overlapping first wrap and Tee, stretched tightly to conform to shape.

Assemble to board using clamps and screws.

Operation: Pour about 3 inches of water into the 2-liter bottle. Invert the bottle and place over 1/2" PVC until firmly seated. Press and twist (in same direction as wrap, if taped) until a good, tight seal is obtained. Use 1" (inside diameter) bicycle tire pump attached to the valve stem to pump air into the bottle. (30 to 45 psi is typical for tape; 60 to 100 psi for clear plastic tubing.) Results: When internal air pressure overcomes the friction of the seal the rocket will shoot into the air trailing a brief stream of water. Altitudes of 50 to 80 feet are typical. If the seal friction is too great, the 2-liter plastic bottle may rupture and spew water. (One of mine did rupture. At

least one of mine survived 120 psi, but they are tested (I am told) at 80 psi.)

Launch with hand pump... keep the scouts involved. No "manual" release mechanism... It goes "when it goes", although if the pressure gets above about 120 psi, I usually give the launcher a shake or the rocket a twist to dislodge the rocket.

The suspense and active participation are key factors in the boy's interest.

Drink for a Bird

This is a problem for a patrol of scouts to solve... "A jar (2-liter bottle) is partly buried in the ground (sand). Rains have partially filled the bottle with water. A very thirsty bird has found the bottle, but the neck of the bottle is so small that only the bird's beak (eyedropper) can fit down into it. The bottle is stuck too firmly into the ground for the bird to tip it over. Can you help the bird get a drink?"

(After the scouts discuss the problem, point out some gravel lying nearby.)

Float a gold bar

This is another problem for a patrol of scouts to solve...

"A bar of gold (about 1/4" X 1" X 8") is lying near the bottom of a deep lake. You need to get the bar back onto the shore. You have nothing to tie onto the bar, and it is too heavy to lift or carry. How can you get the bar up to the surface and swim it back to shore?" (After the scouts discuss the problem, offer some 5" long logs of 1 X 1 pine. These are small enough that the scouts can "swim" them down to the bar.)

The "gold bar" was actually a "silver bar"... no, actually a "stainless steel knife".

Float a sunken ship

This is another problem for a patrol of scouts to solve... A ship, the USS Ice Cube Tray, has sunk with a dangerous cargo of radioactive material. The scouts need to float the ship so that it can be towed to a safe area for decontamination. The ship is too fragile for lifting by ropes or cables, and it is too close to the bottom to put floats under it. How can it be raised? (After the scouts discuss the problem, offer each a (disposable) soda straw. They will have to work together, because too much air under any part of the tray will tip it over, allowing the air to escape.)

I needed to tape about a quarter ounce of lead to each end of the tray to keep it from floating up on its own. Putting the lead high up decreased the stability and made the challenge somewhat more difficult.

Edited by: Bill Nelson, Assistant District Commissioner, Tempe District, Grand Canyon Council, Boy Scouts of America. Please let me know of any additions or corrections.

WEBELOS GATHERING ACTIVITY

Geologist Activity Badge

Watch Out For Falling Rock!

Unscramble the letters to spell words used by a Geologist.

LOSFIS _____

OATMNUNI _____

AQETEUKRAH _____

YESREG _____

LEONOVAC _____

FIERMAGNI _____

TAEFSY-SSLGAES _____

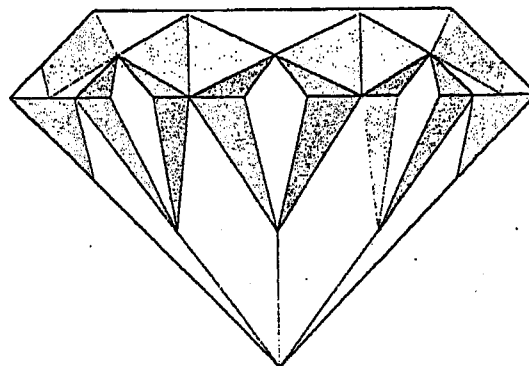
EHILCS _____

MRAMHE _____

CAMETHMORPI _____

YSEDMAENTIR _____

ONGIESU _____



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WEBELOS GATHERING ACTIVITY

Communicator Activity Badge

Cub Scout Alphabet Soup

Using the letter of the alphabet displayed, fill in the answer for each clue. The first one has been done for you.

The "Jungle Book" name of an important Cub Scout Leader is *Akela*.

When they are old enough, Cub Scouts can join a troop of B _____.

The title of the leader of the Pack is C _____.

The title of the Cub Scout who is the number one den helper is the D _____.

One Cub Scout elective activity which could include wiring a door bell is E _____.

Every Cub Scout shows respect to this patriotic item that is used in opening ceremonies, the F _____.

The Webelos activity badge that includes the study of rocks, minerals, mountains and earthquakes is G _____.

A physical journey that Scouts big and small enjoy in the outdoors is a H _____.

This substance is found in instruments we write with: I _____.

Kids like to see how far or how high they can do this physical action: J _____.

One way to move the ball in football or soccer is to K _____ it.

This is the noise we make when something is funny or we are happy: L _____.

This is made by voices or by instruments: M _____.

A familiar information source that contains many articles and is often recycled is a N _____.

People from many nations around the world take part in the O _____ events every four years.

These play characters are fun to make and are used in some skits: P _____.

The Cubmaster expects Q _____ when he give the Cub Scout sign.

During races or relays we move our legs quickly and this is called R _____.

The act of making musical sounds with words is another word for S _____.

When the Cub Scout sign is given, we must stop T _____.

A shirt, neckerchief and slide are part of the Cub Scout U _____.

During the summer, we often take time for a family V _____.

When a Cub Scout is 10 years old, and in the 4th or 5th grade, he can earn the Cub Scout rank of W _____.

The musical instrument, a X _____ sort of resembles a piano.

Today is Y _____ tomorrow.

A Z _____ is where lots of wild animals are kept for visitors to view.

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WEBELOS GATHERING ACTIVITY

Aquanaut Activity Badge

Water Safety

For each statement, circle the correct answer, DO or DON'T.

- | | | |
|----|-------|---|
| DO | DON'T | 1. Show off in the water. |
| DO | DON'T | 2. Dive into strange or shallow waters. |
| DO | DON'T | 3. Go in swimming right after eating. |
| DO | DON'T | 4. Have your family physician tell you of any problems found in your fitness checkup. |

Swimming & Rescue

Using words from the list below, fill in the correct answer for each description.

- Surface Dive Crawl Stroke Backstroke Go Sidestroke Reach Buddy System Throw
- _____ 1. Swimming with a buddy is good common sense because you can help each other if one gets in trouble or help each other to improve swimming skills.
- _____ 2. This stroke begins with floating on your back.
- _____ 3. This stroke is done on either your left side or your right side.
- _____ 4. In this stroke your head changes from facing down to facing to the side so you can take a breath of air.
- _____ 5. This skill involves floating face down, then bending sharply at the waist and aiming toward the bottom.
- _____ 6. Rescue method where you extend something for the victim to grab onto.
- _____ 7. This rescue method involves providing a floating device to the victim.
- _____ 8. This is the last rescue choice where you must get to the victim, preferably in a boat or other form of support.

Boating Safety

Circle the correct answer(s) for each statement.

- (1) In a rowboat (1 OR 2 OR 3) people per seat is a safe rule.
- (2) (Children OR Scouts OR Adults) should wear a life jacket in a boat 20 feet or shorter.
- (3) If your boat tips over (swim to shore OR hang onto the boat).
- (4) Always keep a lookout for (other boats OR swimmers OR sharks).

WEBELOS GATHERING ACTIVITY
Geologist Activity Badge

Like A Rock

Use these words to fill in the blanks below.

volcanoes mountains geologist's hammer magnifier sedimentary rock chisel igneous rock
safety glasses geysers fossils earthquake metamorphic rock

(A) _____

Rock made by the cooling of magma; not layered; examples are granite and basalt.

(B) _____

Sediment that under great pressure becomes rock; it is layered; examples are sandstone, shale and conglomerate.

(C) _____

Baked rock or rock that has changed form; examples are marble and quartzite.

(D) _____

Used to pull rocks out of the hillside and for breaking them apart.

(F) _____

Used with a hammer to chip stone as well as for digging things loose.

(G) _____

These help protect eyes while digging and exploring.

(H) _____

This is a special type of glass that is used to make things appear larger so they can be examined more closely.

(I) _____

Holes in the ground through which streams of melted rock pour out of the earth; may form into a mountain peak.

(J) _____

Steam and boiling water that is blown into the air.

(K) _____

Rocks in one area (under great pressure from other rocks) that crack together and cause the phenomenon of "shaking" earth.

(L) _____

This land feature can be formed by volcanic action, erosion, or by uplift.

(M) _____

A trace of animal or plant life from millions of years ago that has hardened into rock.

Derby Day Ideas



Race Methods for a Shape N Race Derby

(Race Methods for a Pinewood Derby)

A Shape N Race Derby is Christian Service Brigade's gravity-powered model car race. It is similar to (some might say, virtually identical to) the Boy Scouts of America's Pinewood Derby.

This document describes ways to determine which derby cars are the fastest. It should be useful to organizers of any similar race event (e.g., model sailboat or model rocket races), since it addresses logistical issues that are applicable to any race event, and isn't tied to the specific details of model car races like the Shape N Race Derby or the Pinewood Derby.

Introduction

The obvious (albeit superficial) goal of any model-car race event is to determine which model cars are the fastest, so that awards can be presented to the winners. However, there are other important goals which must be considered, goals related to the nature of the event as a social gathering with the parents and with the children who built the cars.

With so many parents and children involved in the event, it is critical for the races to flow smoothly. You don't want all those people (many of whom have short attention spans) sitting around waiting for something to happen. Whichever race method you use, be sure to schedule a dry run well in advance of the actual race, to make sure that everyone involved knows what's going on, and to make sure that any obvious problems are resolved before the room is filled with impatient parents and children.

Even when the race itself is flowing smoothly, those who are uninvolved with the current series of races may grow bored. Especially with large groups, consider scheduling each sub-group for its own time slot, so that people know when they need to be there. Furthermore, consider providing alternative drop-in, drop-out activities in a separate room from the race itself.

Finally, it is important to maintain fairness. Any appearance of unfairness can lead to ugly disputes; a lot of work went into each and every model car, so passionate advocacy can be expected if any car loses or is eliminated unfairly. Try to accommodate imperfections in the track, cars that need emergency repairs, the luck of the draw, human error, etc.

Elimination Methods

The fundamental characteristic of elimination methods is that they eliminate entrants from the competition incrementally, until only the winning entrant(s) remain in the competition. A single-elimination method will eliminate entrants after a single loss; a double-elimination method, after two losses; a triple-elimination method, after three losses; and so on.

Thus, by their very nature, elimination methods create more and more entrants with no further personal interest in the proceeding of the event. This can create a crowd-control problem for the event organizers. On the one hand, you can accommodate this to some degree by postponing the final elimination as long as possible (e.g., by delaying the races between entrants that are only one loss from being eliminated). On the other hand, once first place has been determined, some people will lose interest, so as many entrants should be eliminated as possible before you run the final series of races which will determine which entrants win which places.

Another characteristic of elimination methods is that there is no fair mechanism to rank the eliminated entrants. For example, in a single-elimination race, there is no way to know whether

the second-fastest entrant was the first one that lost to the winner, the last one that lost to the winner, or any of the others in between that lost to the winner. A single-elimination method will determine fairly only first place; a double-elimination method, only first and second places; a triple-elimination method, only first, second, and third places; and so on. Thus, as it becomes necessary to determine more places fairly, coordinating a multiple-elimination event becomes more and more complex.

Another characteristic of elimination methods is that different entrants will race a different number of times. With 32 entrants in a triple-elimination system, the first-place winner will only need to race 5 times. However, the third-place winner will need to race between 7 and 14 (or more!) times, depending on exactly when it is eliminated and how different groups are scheduled against each other. In a model car race, this represents a significant variation in the wear and tear (e.g., loss of lubricant) on the cars. In a model sailboat race where the entrants blow on the sails of their own boat, this represents a significant variation in the amount of physical exertion required from the entrants.

Finally, elimination methods do not accommodate unfair tracks well. Losing because you drew the slow lane still eliminates you (or moves you one step closer to elimination in a multiple-elimination race), and there is no way to recover. If your track is significantly unfair, you will need another mechanism to accommodate its bias (e.g., you could each race twice, switching the lanes for the second race).

I have described several problems with elimination methods. I admit that there is a certain appeal to using elimination methods; they are easy to understand, easy to explain to spectators and participants, and easy to run (if you don't try to fix the problems I've described). However, because of the difficulty involved in running an enjoyable, fair event using elimination methods, I prefer the final-standing methods described later in this document.

The Single-Elimination Method

The single-elimination method is a simple mechanism for determining the best entrant. Entrants are assigned to compete against each other, and those that win progress to the next round. The process is repeated until the final entrants compete, and an overall winner is determined.

Record keeping can involve a formal ladder (with the winners of specific matches scheduled to compete against each other from the beginning), or matches can be scheduled on a more impromptu basis (once the entrants that qualified for each round have been determined).

If it is necessary to determine second (or even second and third) place, the entire elimination process can be repeated with the losing entrants. (This is essentially a simplistic multiple-elimination method.) This works reasonably well for a few entrants (half a dozen or so), where each iteration is fairly quick. For large groups, this is thoroughly impractical unless the entrants are first divided evenly into small groups (i.e., posts, squads, dens, sixes, patrols, or whatever name your organization has for subgroups of about half a dozen members).

Repeating the elimination process has the side-effect of making each successive round less (not more) important than the rounds which preceded it. One first place has been determined, some people will lose interest in the races for second (and third) place. This can create crowd-control problems.

Elimination Ladder Methods

I do not like elimination ladders for race events like the Shape N Race Derby, Pinewood Derby, Raingutter Regatta, etc. For one thing, elimination ladders become unwieldy very quickly. Once you get more complex than a double-elimination ladder for a two-lane track, ladderless elimination methods (described below) are more workable. A triple-elimination ladder for a four-lane track would be far too complex for most people to deal with.

Single-elimination ladders are easy to find (or make). Double-elimination ladders should be readily available too, since they are often used in athletic tournaments.

However, note that many (if not most) athletic tournaments use a double-elimination ladder that automatically gives second place to the last entrant defeated by the first-place winner, and gives third place to the winner of the losers' bracket. This is commonly accepted, but it is technically wrong. The last entrant defeated by the first-place winner and the winner of the losers' bracket should compete against each other, and the winner of that match should receive second place. The loser of that match should receive nothing; a double-elimination method cannot determine third place fairly. However, once first place has been determined, there would be little interest in a final match for second place. Furthermore, giving second place to the entrant that lost to the first-place entrant in the final match is intuitive, and third place is all that is left for the winner of the losers' bracket.

Ladderless Elimination Methods

Many elimination systems avoid the use of ladders by simply recording the number of losses each entrant has had, and generating matches randomly among entrants who have had the same number of losses. The specific techniques for keeping track of the number of losses each entrant has had vary, but conceptually they are the same. Each time an entrant loses, it moves down one level of a hierarchy that has those entrants with no losses at the top. After it's nth loss, an entrant is eliminated. When there is only one entrant left in each level of the hierarchy, the one with no losses receives first place, the one with one loss receives second, and so forth.

To maintain suspense, it is a good idea to wait as long as possible before actually determining the winners. Eliminate entrants until each level of the hierarchy contains no more entrants than can compete in a single race, and then swiftly finalize the results with a few quick races.

In all of these methods, you will almost certainly have to schedule races for a group that is not an even multiple of the number of lanes on your track. Adjust the last few races to keep all the races as even as possible. For example, if you have a three-lane track, and you have one extra car, then the last two races should race two cars each (thus avoiding a "race" with only one car). As another example, if you have a four-lane track, and you have two extra cars, then the last two races should race three cars each (thus avoiding a race with only two cars).

Tables

One method uses tables to keep track of where each car is in the hierarchy. Cars start on the "No Losses" table, and as they lose, they move to the "One Loss" table, to the "Two Losses" table, etc. It helps if you have a "Current Heat" table from which to stage each round of races. Cars that win are returned to the table they came from, and cars that lose go to the next lower table in the hierarchy.

Don't forget to protect the cars from rolling off the tables. You can cover the tables with thick, soft cloth (terry-cloth towels work well), or you can build some kind of rack to hold the cars in place.

Display Boards

Another method uses display boards and numbered cards that correspond to the numbers assigned to the cars. The numbered cards are attached to the display board by hooks, hook-and-loop fasteners (e.g., Velcro®), magnets, or whatever other mechanism you find convenient. Each board has as many columns as the track has lanes, and as many rows as are necessary to hold all the numbered cards. Everyone starts on the "No Losses" board, and moves to the "One Loss" board, to the "Two Losses" board, etc.

It helps to have a second set of numbered cards attached to wristbands that are worn by the cars' owners.

Rosters

Another method uses a series of rosters. Winners are copied to a fresh "n Losses" roster, and losers are copied to the "n+1 Losses" roster, or possibly a fresh "n+1 Losses" roster. This provides a permanent record of how the race progressed, although I'm not sure why anyone would care.

Put the roster on overhead transparencies to make it easier to display to everyone involved.

Final-Standing Methods

This section could also be called "Non-Elimination Methods". The common feature of these methods is that all races are scheduled in advance, and after all races have completed, some kind of rating mechanism is used to determine the final standing of every entrant. Thus, the crowd-control problems of elimination schedules are avoided.

Furthermore, final-standing methods typically schedule each entrant to race the same number of times in each lane. This helps minimize the unfairness introduced by fast or slow lanes, and guarantees that each entrant several races (depending on the number of lanes on your track). With a four-lane track, final-standing methods typically guarantee each entrant at least four races, and often guarantee eight or twelve races. In contrast, a quadruple elimination race guarantees each entrant only four races, although some will race many more times than that.

The Lane-Rotation Method

I've also heard this race method called the Cross-Track Method and the California Method. This technique was used for decades by my CSB Stockade unit. It is easy to administer, given only an overhead projector and a handful of transparency sheets.

Our track has four lanes, therefore the following discussion will assume a track with four lanes. However, the method is easily adapted to tracks with different numbers of lanes; just replace the number four in the following description with however many lanes your track has.

Start with the first four entrants in the first race. In each successive race, the entrant that was in Lane 1 is removed from the rotation, the entrants in the other lanes move down one lane, and the next entrant on the roster is placed in Lane 4. When you get to the end of the roster, start over with the first entrant (which only had one race before being removed from the rotation). Stop when every entrant has raced once in each lane (the last entrant will be in Lane 1 in the final race).

After each race, record how each entrant did. After the last race, tally up the results and move the top-scoring entrants to the next round. Repeat the process until you reach the final round

with only one entrant per lane. (Yes, this method does share some of the problems of elimination methods.)

You can either use golf scoring (low score wins), or you can assign more points for first place, fewer for second, and so on (high score wins).

With a four-lane track and twenty entrants, a lane-rotation race schedule will look like this:

	Lane 1	Lane 2	Lane 3	Lane 4
Race 1	1	2	3	4
Race 2	2	3	4	5
Race 3	3	4	5	6
...				
Race 18	18	19	20	1
Race 19	19	20	1	2
Race 20	20	1	2	3

Scoring is easier if you use overhead transparencies for the roster, and a scoring template that looks like this:

Number/Name:	Lane 1	Lane 2	Lane 3	Lane 4
Lane 1 _____	#####	#####	#####	
Lane 2 _____	#####		#####	#####
Lane 3 _____	#####	#####		#####
Lane 4 _____		#####	#####	#####
On Deck _____	#####	#####	#####	#####

For each race, write each entrant's score in the open box, then move the entire roster up one place on the template. Repeat until you're done. (You'll need to copy the first three entrants to the end of the roster, since they'll return to the rotation at the end.)

After the round is complete, each entrant's scores will be lined up to the right of its number/name, ready for you to add up its final score. (You'll need to consolidate the scores of the first three entrants since some will be recorded at the top of the roster and some will be recorded at the bottom of the roster.)

Note that the "On Deck" entrant isn't actually involved in the current race; rather, it serves as a reminder that it will move to Lane 4 in the next race.

Unfortunately, each car races against the same opponents repeatedly, which is unfair to the cars next to the fastest car in the race (this is similar to being matched against the fastest car in a multiple-elimination race). The way to reduce this scheduling-related bias in the lane-rotation method is to adjust the point cutoff to allow more entrants to move to the next round, and then to mix up the entrants in the next round so that everyone encounters new opponents. You'll have to choose an acceptable balance between fairness and the number of rounds required to determine the top four finalists. For example, to accommodate the situation of the third-fastest entrant being sandwiched between the first- and second-fastest entrants, you'll need to allow entrants with a 2nd-3rd-3rd-2nd record into the next round.

A minor issue is that, even though each entrant races four times, all of those races are one right after the other (except for the first three entrants, which race at the very beginning and then again at the very end). Furthermore, if you schedule multiple rounds (e.g., quarter-finals, semi-finals, and finals), you'll end up with uninvolved entrants just as with the elimination methods.

Also, most cars will race for the first time against cars that have already raced once, twice, or thrice. I'm not sure how unbalancing this is on average, especially since the difference is minor. Some cars will slow down in each successive race (as they lose lubricant), while others will speed up in each successive race (as their wheels and axles "break in").

Elapsed-Time Methods

If you have a track with a timer, you can run every entrant once in each lane, add up the total of the elapsed times for each entrant, and simply compare the total elapsed times. The lowest total elapsed time wins.

Tracks with timers are more complex and expensive than tracks with simple first-second-third finish gates. From a human-factors perspective, some of the excitement of each race is lost when everyone knows that the actual results of the race are irrelevant, only the elapsed time of each entrant. However, these methods are extremely fair. The actual race schedule can be generated with the lane-rotation method, or with any other method that guarantees that each entrant will race once in each lane.

Especially for a large regional derby, an elapsed-time method may be the best choice (assuming you have a track with a timer) because it avoids any hint of unfairness, and because it avoids the need for multiple (quarter-final, semi-final, final) rounds.

Round-Robin Methods

Round-robin schedules match every entrant against every other entrant the same number of times. The schedule used during the regular season for most sports is a round-robin schedule; every team plays every other team once (or possibly twice, once at home and once away).

While it is easy to generate round-robin schedules when only two opponents compete in any given match (1 vs. 2, 1 vs. 3, 2 vs. 3, etc.), it is more difficult when more than two opponents compete in a given match. It helps a lot to restrict the number of entrants to a number that works out evenly. To use such a schedule with fewer entrants than called for, simply assign numbers to the entrants randomly, and then assign the left-over numbers as byes. Using byes to fill out the schedule doesn't compromise the fairness of the results much, as long as your scoring system treats byes as entrants who always come in last place. Still, it is better to avoid using a lot of byes.

Here are several round-robin schedules. Each schedule assigns each entrant to each lane the same number of times, and follows a simple incremental progression. Other schedules are possible; most of them are much more complex.

Three-Lane Round-Robin Schedule (Racing Once Per Lane)

On a three-lane track, each entrant will race three times, against two new opponents in each race. Thus, each entrant must have six opponents, and you need exactly seven entrants total. Here is a sample seven-entrant, three-lane schedule.

	Lane 1	Lane 2	Lane 3
Race 1	1	2	4
Race 2	2	3	5
Race 3	3	4	6
Race 4	4	5	7
Race 5	5	6	1

Race 6	6	7	2
Race 7	7	1	3

Three-Lane Round-Robin Schedule (Racing Twice Per Lane)

On a three-lane track, each entrant will race six times, against two new opponents in each race. Thus, each entrant must have twelve opponents, and you need exactly thirteen entrants total. Here is the first round for a sample thirteen-entrant, three-lane schedule.

	Lane 1	Lane 2	Lane 3
Race 1	1	2	5
Race 2	2	3	6
Race 3	3	4	7
...			
Race 11	11	12	2
Race 12	12	13	3
Race 13	13	1	4

The second round follows the same pattern, except that the first race involves entrants 1, 3, and 8. Together, the two rounds form a complete schedule where every entrant races in each lane twice, and competes against every opponent once.

Round-Robin Schedules for More Lanes (Racing Once Per Lane)

A similar round-robin schedule for a four-lane track would require thirteen entrants (four races per entrant times three opponents per race, plus one). The first race would involve entrants 1, 2, 4, and 10.

A similar round-robin schedule for a five-lane track would require twenty-one entrants (five races per entrant times four opponents per race, plus one). The first race would involve entrants 1, 2, 5, 15, and 17.

A similar round-robin schedule for a six-lane track would require thirty-one entrants (six races per entrant times five opponents per race, plus one). The first race would involve entrants 1, 2, 4, 9, 13, and 19.

Chaotic-Rotation Methods

Chaotic-rotation schedules are similar to round-robin schedules. The main difference is that chaotic-rotation schedules relax the requirement that each entrant race against every possible opponent the same number of times. This flexibility makes it much easier to generate chaotic-rotation schedules than round-robin schedules.

My CSB Stockade unit has been using a home-grown chaotic-rotation method since 1996. It is extremely popular with both the boys and their parents. Here are some of the advantages of chaotic-rotation methods.

- (a) Like other final-standing methods, they accommodate fast/slow lanes well.
- (b) Like round-robin methods, they avoid scheduling entrants against the same opponents repeatedly.
- (c) They maintain interest because each entrant's races are generally distributed throughout the event, and each race matches new opponents against each other.
- (d) Like other final-standing methods, they use a pre-determined race schedule, so the starting-gate crew can operate very efficiently.

(e) Since they require no final or semi-final (or quarter-final, etc.) rounds, they leave more time to schedule races for everyone, fast and slow alike.

Chaotic-rotation schedules are generally created in advance by a computer program. The program can generate schedules randomly, but it is better to create the schedule more deliberately, assuring that entrants race in each lane the same number of times, that entrants race against different opponents, etc.

One system that creates such a chaotic-rotation schedule is called the Stearns Method (named after Dr. Dick Stearns, the mathematician and game theorist who developed it for Pack 37 of Niskayuna, New York). Software for the Stearns Method is available as freeware (see my list of derby software resources for one FTP site).

Here is the basic algorithm of the program I wrote to generate chaotic-rotation schedules. For each race, for each lane, determine which entrant is the most "appropriate" one and assign it to that lane for that race. To determine how "appropriate" each entrant is, use the following prioritized rules (the most important rules are listed first).

- (1) Never schedule an entrant to race against itself. (Yes, this seems obvious, but it must be specified explicitly.)
- (2) Schedule entrants for the same number of races each.
- (3) Given the above, schedule entrants in different lanes as much as possible.
- (4) Given the above, schedule entrants against different opponents as much as possible.
- (5) Given the above, avoid scheduling entrants in two consecutive races. (Sometimes you can't avoid rushing a model vehicle from the finish line to the starting gate for the next race--especially when you have fewer entrants--but it helps the event run more smoothly if you avoid it as much as possible.)
- (6) Given the above, select entrants that have been scheduled for fewer races so far. (This helps spread an entrant's races throughout the derby event.)
- (7) Given the above, select entrants randomly.

Schedule-Free Racing

This may sound heretical to some, but you might consider running a derby with no race schedule. Just have the entrants line up with their model vehicles in hand, in whatever order they want, and let them race against whomever they want. After each race, they can get back in line immediately, or wait for a friend who is still in line (so they can get in line together and race against each other the next time). You just need one adult per track to load the cars into the starting gate and release them, plus leaders and parents to provide crowd control. Multiple tracks and refreshments will help keep entrants and spectators occupied.

You can run the derby like this without any official awards. If your derbies have come to focus too much on the awards, and not enough on the children's experience of building something with a parent or leader, then maybe its time to just have fun and not worry about trophies and ribbons. If you still want to present awards, you can get results similar to those of the chaotic-rotation methods by using this system and recording how well each entrant does during its races. Limit each entrant to the same number of races by distributing the same number of race tokens to everyone; have the starting-gate crew collect tokens each time an entrant joins a race. Officials at the finish gate can keep track of the race results, or they can place stickers on the cars themselves (blue=1st, red=2nd, etc.). Or perhaps you can combine your derby night with a family carnival, and award carnival tickets. Be creative!

PINEWOOD DERBY HISTORY

42 Years of Shouting

The first Pinewood Derby was held in 1953 by Cub Scout Pack 280C of Manhattan Beach, California. The first reference to the Pinewood Derby in a Scout publication was in the October, 1954 issue of Boy's Life. The magazine offered plans for the track and car (which featured four wheels, four nails, and three blocks of wood). The June, 1955 Program Helps listed "Wheels, Wings, and Things" as a theme. The Cub Scout Program Quarterly gave instructions for running the Pack Meeting Derby. The Supply Division's catalogs had kits available for \$2.75 for a package of eight. Over 15 million kits were sold during the next 20 years. Today, over 80 million car kits have been sold.

Since then, an estimated 40 million fathers (mostly) and sons have participated in races. Millions more-parents, den leaders, Cubmasters, committee members-have been involved in various ways. The rules of the very first race stated:

The derby was run in heats of two to four cars starting by gravity from a standstill on a track and run down a ramp to a finish line unaided. The track is an inclined ramp with wood strips down the center to guide the cars.

They still roll that way, 42 years later, accompanied by shouts of excitement and grins of delight.

What is a Pinewood Derby? A bunch of fun! At the end it is a Pack of Cub Scouts racing little wooden cars of various shapes and colors on little plastic wheels down a 32' plywood track. But that is only a small part of it. Each Cub Scout gets a kit with a block of wood, four nails for axles, and four plastic wheels. Then, based on the rules, he shapes and paints his block or wood into a form to race down the track.

The Track's start line is approximately 5' high, and the track slopes down to the floor and levels off for the final 16' or so. Two human judges are used for scoring the finish.

Some packs divide the Cub Scouts by rank, Tiger, Wolf, Bear, and Webelos, and awards a trophy to the top three cars for each. In addition they give a trophy for 'Most Like a Race Car', 'Most Unusual', and 'Best Looking' to give credit for creativity and effort. Each Scout also receives a participation ribbon and a Pinewood Derby patch. The culmination of this event is a grand finale championship with the top 2 cars of each den racing each other to determine the 3 (or 4) fastest cars in the Pack.

PINEWOOD DERBY TIPS FOR TOOL IMPAIRED CUB SCOUT LEADERS

WARNING!

This document will allow you and your son to build a winning Pinewood Derby car.

Most Important Adult Tips

1. The boys and adult should make the car together as a project! It is not the intent that the parent show the Scout the garage door then walk away; nor is it the intent that the boy play video games while the adult cuts and sands. Parents should shape with the power tools and then direct the rest of the action while showing the boy each step in building a car.
2. Have fun! After all, this is what it is all about.
3. Know the rules. Being disqualified can be very embarrassing.
4. Safety first. Lets not lose any fingers.

Race Suggestions

1. Use an overhead projector (or paper easel) to display the results for everyone to see.
2. Reserve the first row for the Scouts. The race is for them, not the adults.
3. Sticker the cars with a number but also sticker the kids so that they remember their number.
4. Have a test night the evening before the race when you set up the track. Have the official scale there.
5. Give the adults something to pour their creativity into. Have a parent race. Call it The Masters Race (with fun awards of course). Have a leader race at one of your roundtables.
6. Have the district meet at a mall. This is good for Scouting public relations. I bet the local TV station would turn out for it.
7. Invite a local celebrity or two (Mayor, Police Chief, Weatherman, Minister) to make a car and race it against the top scout cars. They can also be judges for the Scout race.
8. Ask the Federal Highway Administration if they have crash dummy costumes that you can borrow.
9. Make simple car stands as a den project.
10. Bake some car shaped cookies.
11. Have a car building clinic after the previous months pack meeting. Contrary to popular belief, not all men know how to handle power tools.
12. Announce that there will be adult supervised free racing after the official races. After spending two-three weeks building the car, the boys want to race them more than a couple times.

13. Use this opportunity to tell your Webelos about inertia and gravity for their Scientist pin.
14. Use this opportunity to teach your Wolf Cubs about tools for their badge requirements.
15. Hold a coloring contest to keep the boys occupied between races. Have a picture of a Pinewood Derby car that they can color.

Design Tips

1. Have your son draw a design on paper then cut it out and use it as a template. Draw a side and top view on the paper by tracing around the block of wood.
2. Keep the car a full seven inches. It has to do with the physics of velocity and length of travel of the weights.
3. Use the full 2 3/4 inches (outside wheel to outside wheel) that the rules give you. This will allow the wheels to travel farther before hitting the center strip.
4. Leave a lot of wood in the back to put the weights.
5. Use the groove closest to the end of the block of wood as the rear axle. Better yet, make new grooves front and rear, and as far apart as possible. Do not allow the wheels to extend beyond the car body. Trust me, it helps.
6. Do not make the front of the car pointed or bevel it upwards.. It is hard to set up against the starting dowels.
7. Be aware of how sensitive your electronic timers are. You want the car to set them off at the end of the race and not before.
8. Use your imagination. Be creative. Shape has the least to do with winning. A beaver driving a log or even a pickup truck is more interesting and will be just as fast.

Hot Dog	Banana	Shark	Watermelon Wedge	Dragster Rocket Car
Swiss Cheese Wedge	with a Mouse Driver	Ice Cream Bar	Batmobile	
Carrot Ridden by a Rabbit	Police Car	Pencil	Tow Truck	
Coffin Ridden by a Skeleton	Giant Lego	Fire Truck	Train Engine	
Ambulance with Lights				

Friction Is Your Enemy

1. Debur the wheels. Take off the flashing and seam that was produced when the wheel was molded with a 600 grit or better sandpaper. Inside as well as out. Sand any bumps off the wheel the sandpaper. Metal polish will restore the gloss. Be careful not to break any rules your race has regarding wheel modification. (Narrower wheels have less friction and are better, but often disallowed). Don't sand too much or you'll create a flat spot. Sand by hand not in the drill. Heat from the high speed of a drill will damage the plastic wheel.

2. Polish the axles. First with a 400 grit, then a 600 grit, and then a jewelers rouge. Finish off with a chrome/metal polish.
3. Have only three wheels touching the track. Raise a front one slightly. There is less friction with 3 wheels rolling than 4.
4. The head of the axle should be tapered about 15 degrees so it rubs against the wheel less.

Lube Jobs

1. Use graphite only. Oil damages the paint, melts the wheels and collects dust.
2. Break in the wheels by spinning them with lots of graphite.
3. Right before check-in, fill the wheels wells with graphite and cover with stickers like a hub cap. You can paint the 1 inch stickers in a contrasting color. It looks great!
4. Put a drop of white glue where the axle goes into the car body and put powdered graphite there. That causes less friction if the wheel should rub against the car body.
5. Other than the good polishing of the axles, dump the axles and wheels in a ziplock bag and shake them for a few days prior to the race. That way the wheel and the axles are as slick as can be.

It's Time To Go Straight!

1. Put the axle in at a downward (5-10 degrees) angle. This provides two benefits. The first is the only the inside edge of the wheel is in contact with the track. This seems to make the car go straighter with less wobble. The second benefit is that the wheel rides to the outside of the axle and doesn't come in contact with the body.
2. Axles must be in straight front to back. That is square to the body. True the axles, don't trust the slots! Use a drill press to ensure all axles are straight. One of the front and two of the back should be measured to be the same height.
3. After pressing in the axles, test the car for crooked wheels...roll it on the floor. If the wheels are on straight, the car should roll 8-10 feet in a fairly straight line. Should the car turn left or right, you need to tinker with the axle placement without removing them from the car body, until it rolls straight.
4. Do not put the axles in at the top of the groove. Put them in at the middle. This lifts the car off the track a bit more and reduces the chance of rubbing on the center strip.
5. Glue the axles in place. Nothing is worse than having the wheel fall off as you cross the finish line.
6. Once you match a wheel and axle together with graphite, keep them together. They wear into each other as a matched set.

Weigh In

1. Get the weight as close to the 5 ounce limit as possible. Add the last little bit of weight with lead tape from the golf shop. This can be trimmed with scissors at the last minute. Remember, the official scale may not weigh the same as yours.
2. Everyone has an opinion on where to put the weight. My belief is that the weight needs to be predominantly in the rear so that gravity can act upon the weight further up the incline and for a longer period of time. A car with more weight to the rear generally grabs more speed down the slope. Many suggest having the center of gravity at 1 to 1 1/2 inches in front of the rear wheels. But be careful not to put too much in the rear or you'll pop a wheelie.
3. What kind of weight? I think the melted lead is dangerous and unnecessary. Tubular weights can be sunk in the sides; flat weights, like those sold at hobby & council stores can be attached to the car bottom if it is carved in a bit. Incremental weights (with pre-marked grooves) are easier to snap off into the size you need. Some folks just use BB's, nuts & bolts, etc., but these must be glued so that they can not move. No moveable weights or mercury are allowed.
4. Keep the weight low on the car and in the center (Left/Right of the car). Put the weight just in front or behind the rear wheels for less wheel chatter.

The Finish

1. Buy a gloss finish for the car. Its worth it. After all that work, this is the final touch. The more coats that you put on...the shinier your car will be. Be sure the paint is dry before putting on the gloss coat. Some gloss products may be incompatible with the paint.
2. Sand in the direction of the grain when smoothing and against the grain when shaping.
3. Use a sandable primer or wood sealer. White is for light colors and grey for dark colors.
4. Water based paints dry quicker (1 hour) than oil based paints (24 Hours).
5. Children LOVE decals. The more.....the better.

Race Day-Be Prepared

1. Have extra axles and wheels on hand. You never know when your car may be the one dropped by your son as he shows off his handiwork.
2. Have a derby tool kit handy. It should include SuperGlue, sandpaper, a drill, extra screws for your weights, extra weights, a small screwdriver. You may not use it, but it will make you the most popular person at the event.
3. Transport your car in a shoebox. Dropped cars are unfortunately a too common experience.
4. Add LOTS of graphite right before check in.
5. Explain to your son that running the car along the floor prior to the race will cause it to lose!

Awards

1. Have the boys vote on the "Best of Show" car. After all, the race is for them.
2. Everyone wins! Have a certificate for everything. Try to send every boy home a winner! Here are 25 Pinewood Derby Awards for which you can make certificates. Don't forget to give your Pinewood Derby Chairman an award.

Best Paint Job	Shiniest Paint Job	Best Use Of Color	Most Colorful
Fastest Car In The Pack	Fastest Car In The Den	Most Original Design	Sportiest Looking
Best Workmanship	Best Use of Imagination	Most Aerodynamic Car	
Best Detail	Most Unusual Car	Most Humorous Car	Fastest Looking Car
Most Decals	Most Realistic Looking Car	Smoothest Finish	Strangest Shape
Most Futuristic	Most Patriotic	Funniest	Best Wedge Shape
Best Driver In the Car	Best Vehicle Not A Car	Best Racer	Best Design
Most Unique	Judge's Favorite	Best of Show	Most Creative
Most Artistic	Sportiest	Most Creative Use of Material	

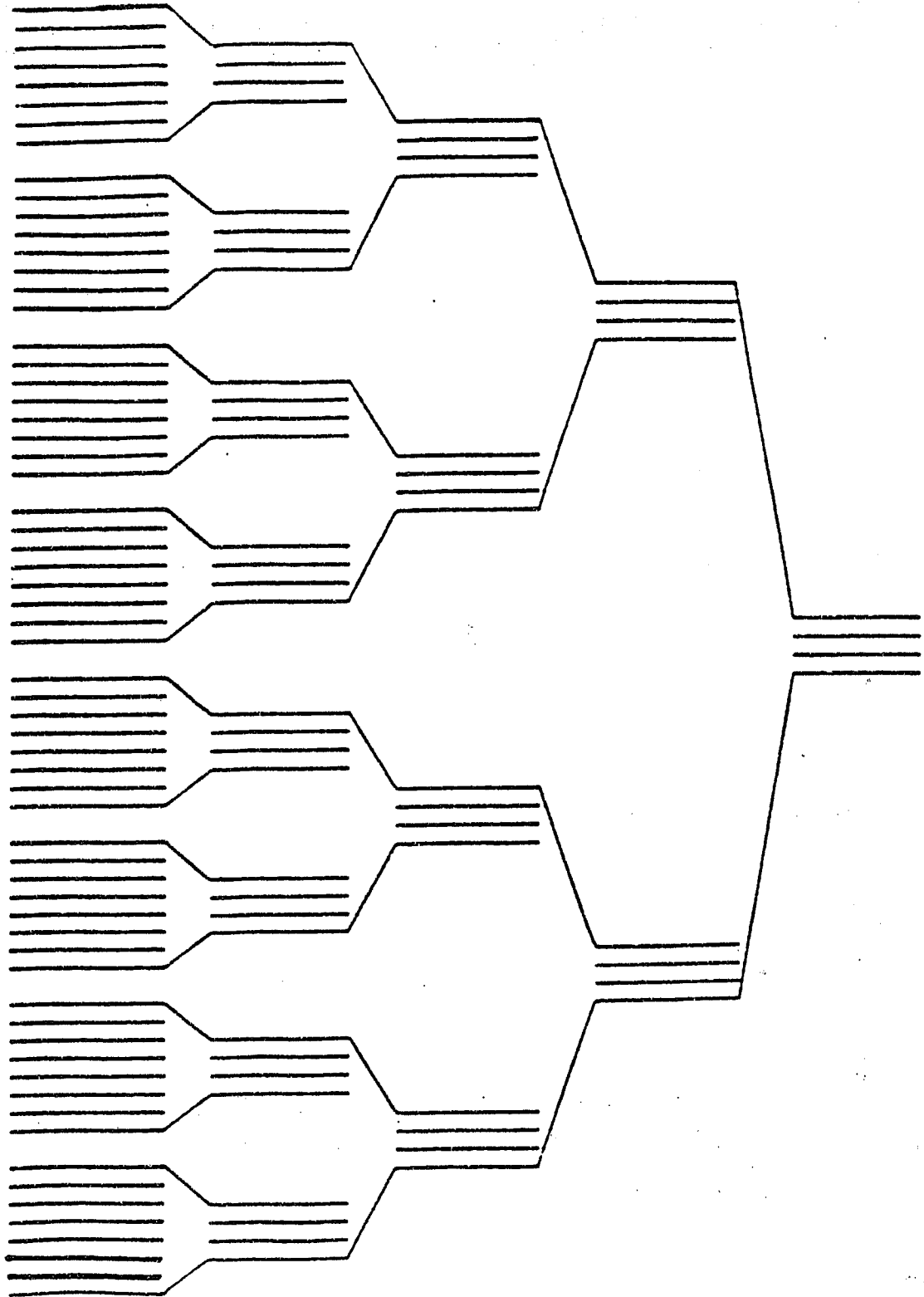
Add More..... _____

PINEWOOD DERBY SONG

(Tune: My Bonnie)

My car is hung up on the race track.
The darn thing won't move up or down.
If only I'd followed instructions,
I'd have the best race car in town
Bring back, Bring back
Oh, Bring back my race car to me
Bring back, Bring back
The race, cause next time I'll win.

ELIMINATION BRACKET



PACK DERBIES

Derbies are some of the most popular and successful special events in Cub Scouting. Like all really successful activities, they require planning and preparation, but their value is fun, strengthening of family relationship and promoting Cub Scouting purposes in a way that has been proven over the years. Many packs alternate between the different derbies to add variety to the pack program.

There are many similarities among the different derbies. All seek to:

Provide fun and exciting new things to do.

Foster a sense of personal achievement by developing new interests and skills

Provide the first of many opportunities to share in friendship, fellowship and competition with other Cub Scouts

Encourage good sportsmanship and pride in growing strong in mind and body

COMMITTEE DECISIONS FOR PACK DERBIES:

1. Decide on location and date.
2. Recruit team leaders.
 - a. Inspection and registration team.
 - b. Judging and scoring team. (*recruit from outside pack, such as principal, policemen or firemen*)
 - c. Race operations team.
3. Decide on judging categories and awards.
4. Recruit person to order kits and awards.
5. Recruit person to locate or build a race track to be used.
6. Establish list of equipment needed.
7. Finalize racing rules. (*as per pack racing committee's decision*)
8. Draw plan of race areas and space arrangements. (*remember derbies can be held inside or outside*)
9. Distribute kits with RULES for race.
10. Possibly arrange for photos and publicity. (*local newspaper*)
11. Allow about 1 1/2 hours, plus 2 minutes for each additional Cub Scout over the quantity of 30.

These decisions are assuming a race derby is scheduled but can be adapted to any derby the pack decides to hold.

Each pack sets their own rules and race as they see fit. This may be the only time that a parent gets involved with their child so encourage parent participation in your pack. SET AND KEEP RULES AND RACE AS FAIR AS POSSIBLE FOR EVERYONE INVOLVED.

Some boys might not have the opportunities and resources to make their race derby entry. About a month ahead of time, it is a good idea to have a time and place set aside for the boys to come and work on their entries.

AWARDS STRUCTURE

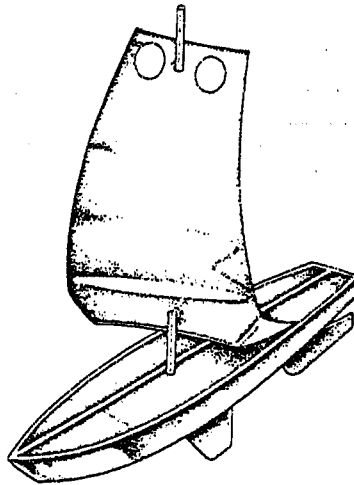
Each boy should receive an award or other memento of his participation in the derby. Winners could be presented with medals or trophies. Multipurpose award ribbons, trophies and numerous Cub Scout gift items are available at your local Scouting distributor or use your imagination.

Some ideas for winners could be:

<u>Pack Champions</u>	<u>Den Champions</u>	<u>Theme</u>
1st Place	1st Place	Best by Cub
2nd Place	2nd Place	Best paint job
3rd Place	3rd Place	Most unusual
		Best detail
		Judges award



Sailboat Regatta



TYPES OF PACK DERBIES

The following pages describe several different kinds of derbies. Use your imagination and come up with many others!

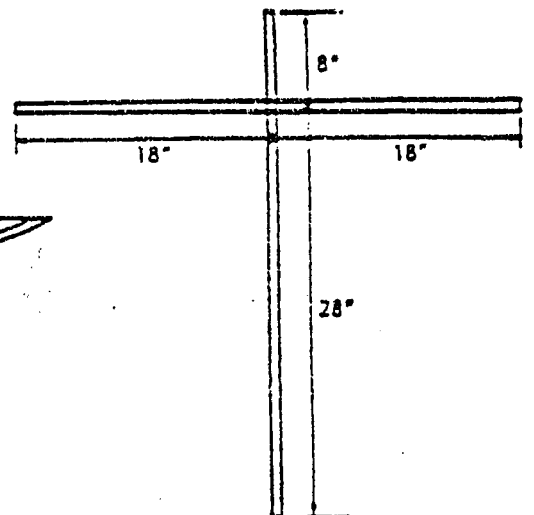
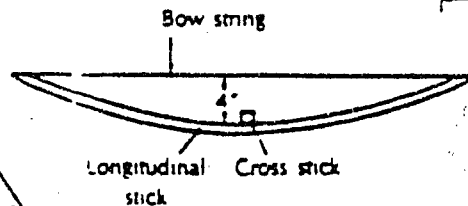
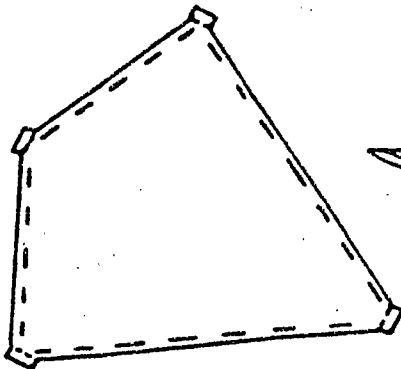
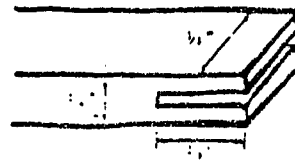
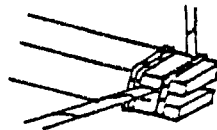
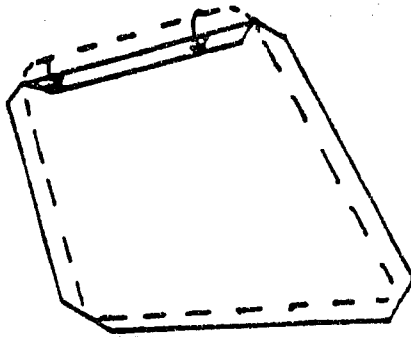
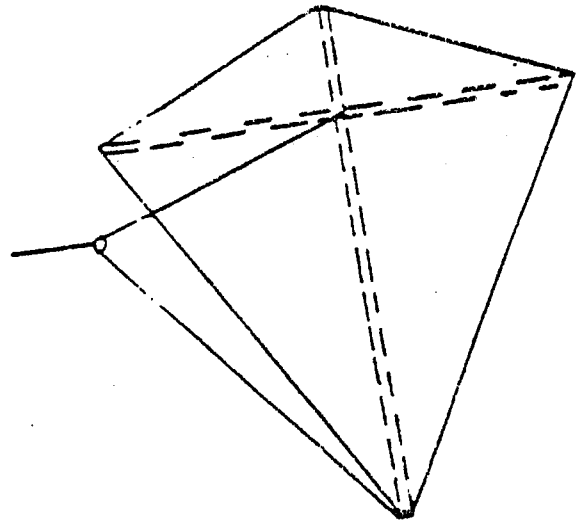
Pinewood Derby (See previous section)
Raingutter Regatta
Cubmobile Derby
Space Derby
X-LGA Egg Race
(Submitted by Pack 22 of
Lumberton, New Jersey)
Fishing Derby
Kite Derby

JUDGING WHILE IN FLIGHT

Prizes could be awarded for:

- First kite in air
- Highest after 15 minutes
- Most stable flying
- Best sportsmanship (boy)
- Most graceful in air
- Most persistent flier (boy)
- Fastest climbing
- Highest after 5 minutes

You may want to include events in the kite derby such as 100-yard dash with kites being flown at the end of a 100-yard kite string; an altitude race, and others.



FISHING DERBY

There are two kinds of Cub Scout pack fishing derbies: both are fun for boys and parents. One kind is a partner/son fishing trip to a nearby lake or river where adults and boys can fish off the bank or in boats. Small prizes are awarded for the biggest fish, smallest fish and best string.

The other type is a family outing with games and contests related to fishing. The ideas here are for this kind of derby.

The fishing derby committee should follow the guidelines for planning special events. Planning includes securing a site, arranging for transportation, planning activities and obtaining prizes and arranging for food and equipment. Try special promotional gimmicks such as invitations in the shape of a fish.

Make identifying signs for each contest area. Use ropes, posts, colored streamers, and colorful signs to mark game areas. Consider using a public address system to control the activities, if necessary and a tape player to provide lively music.

SUGGESTED FISHING DERBY SCHEDULE

- 1:00 2:00 Gatheringtime activities
- 2:00 3:30 Special contests
- 3:30 3:45 Awards ceremony
- 3:45 5:00 Free time for fishing
- 5:00 6:00 Meal and cleanup

ACTIVITY SUGGESTIONS

GATHERINGTIME

Guessing Contest :

How many fish eggs are in the jar? Use marbles for the eggs. The winner gets the jar of marbles.

Snapping Fish Game :

This game requires several fishing poles with sinkers and a piece of foam rubber attached to a 3by4 foot line. Also, have several mousetraps set to spring. Object of the game is to set off a trap by hitting it with the foam rubber without getting the line caught in the trap.

SPECIAL CONTESTS

Reeling Relay :

Dens and families are arranged in relay fashion. The first player on each team has a fishing pole and reel. On signal, he places the fishing pole and reel on the ground in front of him, takes the plug and runs to a line 25 feet away, unwinding the line as he goes. He then runs back, sits on the ground, and reels in the line. The next member follows and so on, until all have played. First team through wins.

Fishing Relay :

The "fishpond" is a large cardboard box turned upside down, with slots cut in the bottom. In each slot, insert a "fish" cut from cardboard. On each fish mark a length and weight for it. For each team, you need a cane pole with a 3foot string and a bent paper clip for the hook. Team members line up relay fashion, with the first member holding the pole. On signal he runs to the fishpond and catches a fish. A

judge records the length and weight. The team with the greatest weight total of fish wins.

Rowing Relay Go fishing in the lake :

Players on each team sit or kneel in a large cardboard box and propel themselves to the goal line and back by using two short broomsticks with rubber tips.

FREE TIME FOR FISHING

Prizes could be given for biggest fish caught, littlest fish, most fish caught, longest fish caught, etc. Inexpensive fishing tackle might be used for prizes.

SPACE DERBY RACE

Cub Scouts will find the Space Derby exciting. They blast off with models of miniature "rockets" propeller-driven and powered by three rubber bands that travel along a heavy monofilament fishing line. Join in the fun as the countdown begins for the space race of the century.

RACE SUGGESTIONS:

1. To stage the race, boys wind up their rocket's motor (rubber band), then hook the rockets over the guidelines, centering the rockets between the vertical dowels and locking the propellers behind the horizontal dowels on the starting gate. Start the countdown and fire at 'zero' by lifting the rear of the starting gate frame which releases the rockets.
2. Run the race in heats, up to four contestants at a time. Boys work hard on their rockets, so each boy gets to try at least twice instead of eliminating him from competition after the first race. For example, in a 6-boy den, try heats of three boys each. The winner of each heat goes into the den finals. Then race the other four again with the winner competing with the other heat winners for the den championship and entry into pack finals.
3. Recruit dads as your flight operations team - two as starters with green flags, two as judges with checkered flags, and two as gate-keepers to line up the boys. Use other adults as inspectors, scorekeeper, etc.
4. Experienced rocket racers warm up their space ships by gradually winding the rubber band motors to full capacity. Try 50 turns first, then 100, 200 and so on. Release the propeller between each winding. Try some backyard runs on a length of monofilament line before competition.
5. Soak rubber bands in castor oil several days before the space derby. This prolongs the band's life and power and will help eliminate breaking during competition. Leaders should have extra rubber bands and props handy for emergencies. Remember that it takes three rubber bands to fly each ship properly.
6. To save time, whenever a ship gives any trouble, pull it off the line and run it with the last heat. Allow boys to wind propellers before coming to the starting gate.

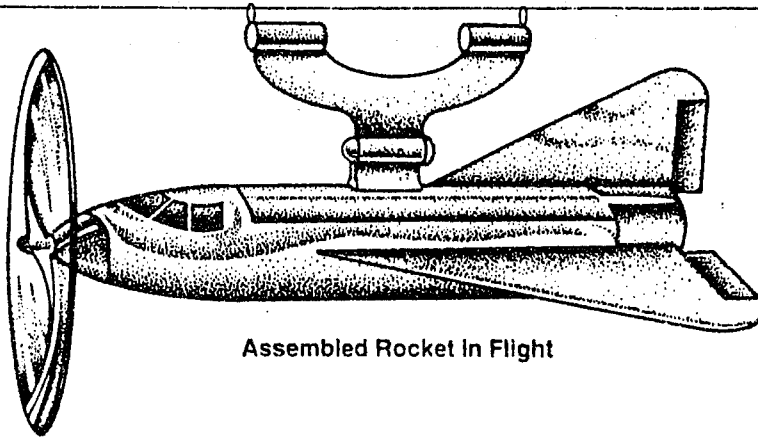
RACING TIPS:

A small hand drill is excellent for winding the rubber bands. It also helps speed up the event. Check the ratio of the drill by making one revolution of the crank handle and count the number of times the chuck turns. Most drills average a 1-4 ratio. It would take 40 turns of the crank to give you 160 winds on the rubber band motor. It is advisable to have one person hold the rocket and propeller while the other stretches the bands, about 1 1/15th" beyond the rocket tail, and turns the rubber bands, gradually shortening the distance between him and the rocket.

A handmade fitting of coat hanger wire makes winding easier. The wire for this winder accessory is not included in the kit, but can be easily made from scraps around the home.



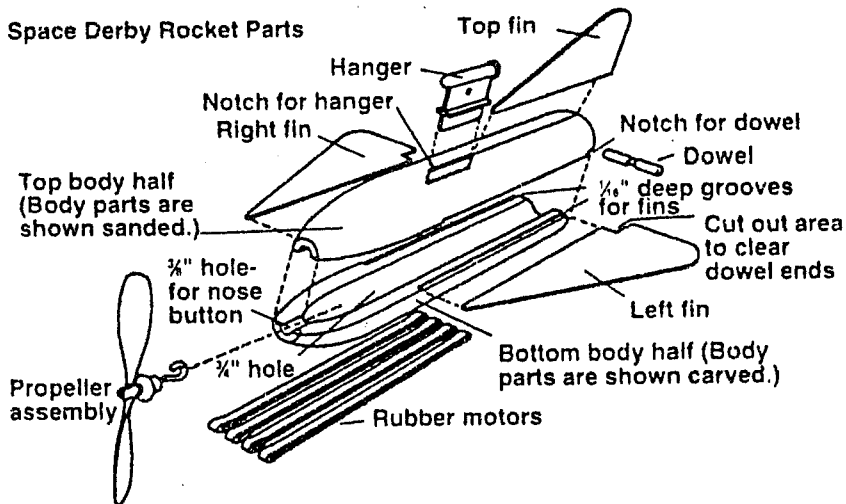
Space Derby Rockets



Assembled Rocket in Flight

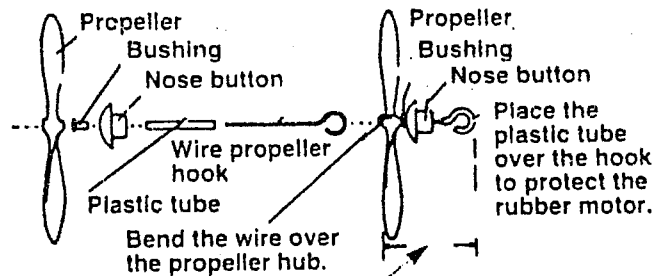
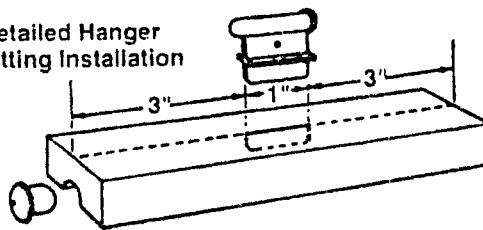
Space Derby Plan Assembly Instructions

Space Derby Rocket Parts



Section through hanger

Detailed Hanger Fitting Installation



The finished distance should be no greater than $1\frac{1}{4}$ ".

TRAIL SIGNS

wood / Branches



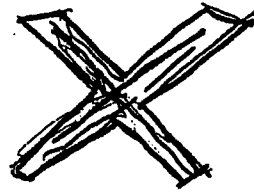
(THIS WAY)



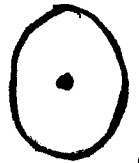
Turn
RIGHT



Turn
Left



Not This
WAY



End of
Trail/
Gone
Home

Stones/Rocks

