

# ***Blackhawk Area Council***



***Renaissance Faire***

***Pow Wow 2002***



Dear Cub Leaders,

Did you ever think that you would make such a difference in the life of a young boy, especially one that was not your own? But that is just what you are doing by being involved in the Cub Scout program. You may say, "I am not the den or pack leader, I just work on a committee or teach a craft, do I really make a difference?" The answer is a resounding YES! Yes, everybody that helps with the Cub Scouting program, no matter what your role is, has a positive and lasting influence on the life of some young scout. You are helping mold that scout in the early stages of his future. On his shoulders rests the future of our country and the world. Does this sound too grandiose? Remember that each of us started out with small steps. You are helping build his future one step at a time. Where that scout will go and what he will become we can only guess at, but his scouting experiences will forever be a part of what he is.

I can think of nothing more wonderful and exciting than to be a part of the life of some young scout. The fact that you are involved in scouting shows that you deeply care about our youth and their future. On behalf of the board and myself, I thank you for continuing to "**reach out and touch the future**".

John E. Inman  
President  
Blackhawk Area Council



**BOY SCOUTS OF AMERICA**  
BLACKHAWK AREA COUNCIL

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1800 Seventh Avenue • P.O. Box 4085 • Rockford, IL 61110 • (815) 397-0210 • Fax (815) 397-7306

November 9, 2002

Dear Cub Scout Leader:

Volunteerism is one of the things that make our country great. Thank you for volunteering your time to help kids!

Thank you for volunteering to be a Cub Scout leader. Boys in grades one to five want adult leadership. They want limits, guidance and heroes. If you use your Cub Scout Program Helps to deliver well-planned, fun meetings, and you care about your boys – you'll be that hero they listen to.

Thank you for giving of yourself for others. It is a high calling to the important work of training up young Americans to be future leaders with good values – something America has always, and will always, need. It is meeting the challenge from our current and past presidents, to make a difference with our lives.

I hope you will set some goals for yourself and your den or pack, along the lines of helping every boy learn, advance, have fun, and graduate to the next level in the program, because you've made it too much FUN to quit.

Good character grows one drop at a time. Everything you do with your Scouts is like a small bank deposit: the flag ceremonies, the advancement ceremonies, the fun games, the outings, the learning – no one thing seems real important. But just like a bank balance slowly and steadily grows, so too will good character, values and citizenship grow steadily...because of you!

No one stands so tall as when they stoop to help a child. Be their hero, and help change the world!

Sincerely,

Alan Anderson  
Council Scout Executive

AMA/vgr  
admnlse\l\trsc\sl\drs

Serving youth in Boone, Carroll, Jo Daviess, Lee, McHenry, Ogle, Stephenson, Whiteside and Winnebago counties in Illinois, and Grant, Green and LaFayette counties in Wisconsin.



A United Way Agency



November 9, 2002

Dear Scout Leader,

Thank you for sharing your day with us. We know that you could have taken this day to do hundreds of other things. The fact that you are taking the time out of your busy lives indicates that you are truly dedicated to the Scouting movement. What you learn today (and at other training opportunities) will ultimately influence the lives of the boys that you work with.

Pow Wow gives you a chance to meet new friends, see old acquaintances, learn new skills, and have a deeper sense of being a part of the Scouting movement. Enjoy this training event. Learn from those around you. Ask questions of others. Take your experiences back to your Scouts.

We would like to thank all of the dedicated volunteers that are a part of this Pow Wow. Thanks to all of the session leaders and support personnel that have worked countless hours preparing for this day. In addition to preparing for their sessions, many of the session leaders also made contributions to the Pow Wow book. Special thanks to Dave and Genny Deutsch for putting together the Pow Wow book itself. This is no easy task and took many, many hours. All of these dedicated volunteers are to be commended for their gifts of time and talent.

Enjoy the time you spend with the boys! These are times that few ever experience. Every moment a boy spends in Scouting has a positive influence on him (even if he doesn't realize it). Come to think of it, it probably has a positive influence on you, too!

Have a great time today. May the Great Spirit of Scouting be with you until we meet again.

Yours in Scouting,

Gail Krec and Carol Conderman  
Blackhawk Area Council  
Co-chairman - Pow Wow 2002



Dear Scouters,

I hope you find this book helpful in giving a quality program to the youth in your charge. It is chock full of some great material. Please take some time to become familiar with the various sections & their contents. Then when your looking for that special game, skit or song you'll remember where you saw it.

The sections are laid out alphabetically by type of material. See the index that follows.

A special thanks goes out to those Session Leaders who contributed material for this book.

Yours in Cub Scouting,

Dave & Genny Deutsch

Pow Wow Book Co-Chairs

<b>Session Description</b>	<b>Session Leader &amp; District</b>
Academic and Sports Program	Rhoads, Rick (White Eagle)
Adult Recognition	Dalton, Trish & Bob (Sycamore)
Astronomy	Heberlein, Geoff (Wanchanagi)
Basic Scouting Paperwork	Zarnstorff, Carol (Sycamore)
Behaviorally Challenged Scouts	Fanucee, Sharon (White Eagle)
Birds, Bees, Bugs and Boys	McBride, Carolyn (White Eagle)
Blue and Gold Program	Bushaw, Mary Ann & Parker, Kathy (Wanchanagi)
Ceremonies	Rionas, Scott (White Eagle)
Character Development and Core Values	Rounds, Mary Anne (Wanchanagi)
Chartered Representative Training	Long, Chris (Professional)
Computer Resources	Keller, David (Wanchanagi)
Computerized Pack Records	Roinas, Scott (White Eagle)
Cooking – Webelos Scouts A	Thomas, Peggy & McCleary, Mike (Sycamore)
Cooking – Webelos Scouts B	Kraft, Charles & Chatfield, Dan (Sycamore)
Cooking – Wolf & Bears.	Wright, Brent & Dewey, Jeff (White Eagle)
Crafts – Tiger Cub, Wolf & Bear	Roinas, Scott & Norkus, Bruce & Eradahl, Doug (White Eagle)
Crafts – Webelos Scouts	Werner, Laura & Donoho, Mindy (White Eagle)
Den Chief Training	Banko, Daniel (Sycamore); Warren, Ray (Sycamore); Waller, Fran (Wanchanagi); Allen, Ed (Sycamore); Thomas, Peggy (Sycamore);
Den Doodles	Morris, Bill (Wanchanagi)
Family Involvement	Sloan, Byron & June (White Eagle)
Find the Funds	Nattress, Bill (Sycamore)
First Aid – BE READY – Wolf & Bear	Rozhon, Patrick (Sycamore)
Games for Scouts A	Wurtzel, Jean (Wanchanagi)
Games for Scouts B	Dalton, Trish & Bob (Sycamore)
Gathering Activities and Sparklers for the Den and Pack	Bowers, Linda & Serrano, Terry (Wanchanagi)
Geologist, Naturalist and Forester Activity Badges	Serrano, Terry (Wanchanagi)
Getting the Message Out	Thorson, Howard & Kathie (Sycamore)
Getting Your Chartered Representative Involved	Richards, Marty (Prof. Sycamore)
How Else Can I Help?	Moritz, Jeff (Sycamore)
How To Conduct a Committee Meeting	Woitynek, Nancy (Wetessa)
How To Conduct a Pack Meeting	Fritz, Carol (White Eagle)
How to Conduct a Webelos Scout Den Meeting	Woitynek, Nancy (Wetessa)
How To Conduct a Wolf or Bear Den Meeting	Wurtzel, Jean (Wanchanagi)
How to Plan a Webelos Overnight	Sloan, Byron & June (White Eagle)
Knives for Cub Scouts	Thorson, Howard & Kathie (Sycamore)
Knots	Jennings, John & Jones, Sue (Sycamore)
Leather working A	Dunaway, Lisa & Dave (Wanchanagi)
Leather working B	Hagemann, Judy & Adams, Barb (White Eagle)
Magic and Puzzles	Hutchins, Nancy (Sycamore)
Medieval Crafts	Schepler, Terry (Sycamore)
Nature Crafts for Scouts	Dalton, Trish (Sycamore)
Neckerchief Slides	Thomas, Peggy (Sycamore)
Non-Competitive Games	Dalton, Trish & Bob (Sycamore)
Open Forum – Cubmasters, Committee Chair, Pack Admin.	Zarnstorff, Carol (Sycamore)

<b>Session Description</b>	<b>Session Leader &amp; District</b>
Open Forum – Tiger Cub/Wolf/Bear Leaders	Rhoads, Rick (White Eagle)
Open Forum – Webelos Den Leaders	Woitynek, Nancy (Wetessa)
Origami Crafts	Schepler, Terry (Sycamore)
Our Flag	Fritz, Carol (White Eagle)
Pack Program Planning Conference	
Plan B	Menard, Bob & Allen, Ed (Sycamore)
Recruiting and Retaining Adults	Nelson, Harlan (Sycamore)
Recruiting and Retaining Youth	Fanucee, Sharon & Remmers, Lisa (White Eagle)
Resources	Stebbins, Blanche & Nattress, Bill (Sycamore)
Scientist and Engineer Activity Badges	Fuhrer, Brian (Sycamore)
Service and Conservation Projects	Sloan, Byron & June (White Eagle)
Silk Screening for Beginners	Waller, Fran (Wanchanagi)
Skits	Dalton, Bob (Sycamore)
Songs for All	Bowers, Linda & Serrano, Terry (Wanchanagi)
Team Building for Scouts and Scouters	Menard, Bob & Allen, Ed (Sycamore)
The Pack Trainer	Whiteside, Deb (White Eagle)
Tiger Cub Program	Rounds, Mary Anne (Wanchanagi)
Tin and Metal Crafts	Waller, Fran (Wanchanagi)
Webelos to Scout Transition	Rounds, Mary Anne (Wanchanagi) & Rhoads, Rick (White Eagle)
Wood Crafts Beginning	Morris, Bill (Wanchanagi)
Wood Crafts Intermediate	Morris, Bill (Wanchanagi)
Working with your Den Chief	Warren, Ray (Sycamore)
Youth Protection Training	Moritz, Jeff (Sycamore)

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# Blue & Gold

# Blackhawk Area Council



## NOTES

# Blackhawk Area Council



## BLUE AND GOLD

What is A Blue and Gold Anyway?

This is the biggest celebration of the year for Cubs. It honors Cub Scouting's birthday in Cub Scout colors. This is a time for a Cub to shine in front of his family, friends and peers. These guests are present to see the Cub receive advancements, awards and recognition.

The Boy Scouts of America was founded in 1920, and in 1930, the Cub Scout program followed. Cub Scouting's Anniversary is honored each February with a Blue and Gold celebration deriving its name from the Cub Scout colors. This celebration is a special time for the boys and families of Cub Scouting. Blue and Gold banquets offer family involvement and show the principles of Scouting at its best.

There is much advance preparation and planning for the success of a Blue and Gold banquet. It is recommended that special committees be formed and begin working on the banquet details as early as October or November. The committees should report to the Pack Committee at regular monthly meetings. Each phase of the banquet needs approval. Involve as many people as possible. This is a great way to involve families of the Cubs. They can help in decorations, menus, and set-up the day of the banquet. This will help to lighten the load of the leaders, since their main responsibility is working with the Cubs and their dens. Remember to invite your Tiger Cubs! The Blue and Gold banquets will provide them a chance to see the older boys in action. They will be energized to the applause around them as Cubs receive their awards and become impatient to receive their own.

### In Summary

The annual Blue and Gold banquet should be a "night to remember" for both boys and their families. Careful, advance planning will ensure this. Make this activity a highlight of the Pack's program year.



### Steps to Planning A Blue and Gold Banquet

Who Plans All This Stuff, Anyway?

A banquet chairman is recruited (or appointed) by the Pack Committee.

That person recruits (or appoints)

helpers to carry out responsibilities listed below. This outline will (should) make your planning easier. Get as many people involved as possible. Sharing the glory collectively is much easier than sharing the blame by yourself.

# Blackhawk Area Council



## A. Select DATE, TIME, PLACE (Chosen by Pack Committee)

### 1. DATE

Most Packs substitute the Blue and Gold banquet for their February Pack meeting, although not necessarily on the same night as a regular Pack meeting. Friday or Saturday nights are good.

### 2. TIME

Official starting time should be set as early as possible in the evening. Allowances need to be made to make sure all people active in planning and execution have time to show up and get set up before the festivities start. 6:00 show up time and 7:00 starting time is not unreasonable. Allow plenty of time for people to eat dinner, but keep eating time as short as possible. The boys will lose interest if all the adults are talking over coffee and discipline problems will result.

### 3. PLACE

Placement of your banquet will be determined by what kind of food or dinner will be served, and by who provides the meal. (In other words, if your banquet is held at a restaurant, be sure to pick one that has seating capacity for all who attend.) Check out availability of parking, rest rooms and coat racks.

Does the facility have proper stage and microphone facilities if you need them, and is there a fee for these services?

Does your site have food preparation areas and/or a serving area? What will work well with a catered meal might not work with a pot-luck. Plan accordingly!

**RESERVE YOUR SITE WELL IN ADVANCE!!! 60-90 DAYS IS NOT TO MUCH!**

## B. Whaddya Gonna Eat, Eh? (Chosen by Pack Committee)

Select meal plan - catered, potluck, appetizer/snacks, etc. See the sample sheets for selections and ideas.

Determine serving needs (utensils, kitchen/serving space)

Assign serving and cleanup job (good practice for KP at camp)

## C. Program (Chosen by Pack Committee and Den Leaders)

### 1. Flag Ceremony - All ranks of Cubs are required to plan and execute a flag ceremony. This is a perfect advancement opportunity.

Local Marine Corps detachments are ready and willing to do military-style flag ceremonies. Be prepared to invite the color guard to eat at your banquet. Plan accordingly. They also eat like Marines.

### 2. Invocation - Cub Scouts are believers in God, but individual beliefs vary from Scout to Scout. Keep religious invocations as non-denominational as possible, but make the point.

### 3. Welcome of Distinguished Guests - Welcome all your invited guests such as:

Scoutmaster from local troop;

Principal(s) from school(s) the Cubs attend;

Guests from the chartered organization;

Unit Commissioner

(You did remember to invite these guys, didn't you?)

# Blackhawk Area Council



Introduction of All Dens and Den Leaders - These people are what make the Pack go and grow, so don't forget to introduce them.

Greeting From Head of Chartered Organization - Most times, the chartered organization doesn't get much exposure during the year. This little bit of PR goes a long way.

Induction Ceremony For New Leaders - Even if new Leaders have been around for a few months, recognized here will probably show up again next year.

Entertainment - Possibilities here are endless. See the sample sheets that follow for some ideas. The boys and their parents will enjoy this more if the boys are the primary source of entertainment. Following this tack will also ensure the younger boys will not get bored and become unmanageable.

Awards Ceremony For Advancement - Go from youngest to oldest boys here. Remember, this is the most important awards ceremony of the year. Make the awards ceremony something the boys will remember. Please don't just call them to the front, hand them their award, and ask them to sit down. A little imagination goes a long way.

Recognition of Leaders And Committee People - These are the people you want back again next year. Remember, these people are all volunteers, and the only thanks they get besides the satisfaction of seeing their boys advance and have fun comes from other registered Leaders in the Pack. A small token of appreciation, even a "gag" gift, goes a long way. Nobody expects a trip to Vegas, but a small home-made gift will show these people that the organization cares about them.

Graduation Ceremony (if any) to Scout Troops - If any 2nd year Webelos dens are graduating to Scout troops, now is the perfect time to graduate them. More parents attend Blue and Gold banquets than attend Pack meetings (as a rule), and this graduation ceremony can go a long way to promote graduation by younger boys to troops as they get older.

Announcements And Thanks - Thank everyone concerned with putting on the banquet. Call everyone concerned forward and personally thank them and shake their hand. Personally acknowledge any other outstanding services done for Pinewood Derby, chili supper, or any other Pack activity. Thank all the Cubs for providing entertainment, the parents for showing up and supporting their kids and the Pack, and anyone else you can think of. Better to thank too many people than too few.

Closing Ceremony - By now, most people are about ready to leave anyway, so keep this one short and sweet.

# Blackhawk Area Council



## TYPES OF BANQUETS

1. Potluck #1 - Each den's families are asked to provide one main dish and one extra dish (salad, vegetable, or dessert). All food is placed on one table and served buffet style. The Pack provides the beverages and bread. No charge is made for the meal.
2. Potluck #2 - Each den's families are asked to provide either a vegetable, salad or dessert. The Pack provides the meat, beverages and breads. All food is placed on one table and served buffet style. A charge is made to cover the expenses.
3. Family Style Potluck - Families in each den provide the food for their den only, as a potluck #1 above. The den may collectively provide beverages and bread or the Pack can provide them. There is no charge for the meal.
4. Cook-Your-Own - The Pack decides on the menu, purchases the food, and distributes it to the dens for cooking and preparing. A charge is made for the cost of the food.
5. Box Supper - Each family is asked to bring one box supper for each family member. All boxes are collected at the door and are auctioned off for a Pack fundraiser. The family members eat together, sharing the boxes they purchased.
6. Sponsor Dinner - The sponsoring organization provides all food, beverages and condiments. No charge is made for the meal, either for reimbursement costs or as a fund raiser.
7. Catered Meal - The Pack arranges with a local caterer or restaurant to provide food for everyone attending. This is usually available at a discount rate to non-profit organizations. A charge is made for the meal, either for reimbursement costs, or as a fund raiser.
8. Restaurant - A local restaurant is selected as the banquet site and a menu is chosen. Charges are based on the cost.
9. Dessert Specials - Dessert provided by sponsor; Parent & son cake bake and auction; Build-a-Sundae with ice cream in commercial containers, toppings, syrups, nuts and whipped cream.
10. Birthday Party - No food, but instead have cake and ice cream to celebrate Scouting's birthday.

## SUB-CHAIRPERSON RESPONSIBILITIES

### Physical Arrangements Committee

1. Make arrangements for banquet location at least 6 weeks in advance.
2. Check seating capacity of site and number of tables available. Estimate attendance +10%.
3. Checking lighting, stage, heating, public address system.
4. Locate rest rooms. Make sure they will be open.
5. Check availability of coat room or coat racks.
6. Make floor plan of table arrangement.
7. Make arrangements for entrance to building early the day of the banquet.
8. Set up tables and chairs for the dinner.
9. Inform dens what item they can decorate (allow time for people to get home and dress for dinner).
10. Arrange for clean-up committee.

# Blackhawk Area Council



## Invitations Committee

1. Sends written invitations to honored guests.
2. Follows up to see how many guests plan to attend and notify the physical arrangements committee so seating can be planned.
3. On banquet night, meet guests at the door, furnish them with a name tag, and help them find their seats.
4. Make any policies clear to all dens who are to be invited and if limits have to be made on attendance of family members and explain why.

## Program Committee

1. Determine whether guests will be seated at the head table or with dens. Notify physical arrangements committee so seating can be planned.
2. Select master of ceremonies.
3. Make assignments for various parts of the program.
4. Plan room decorations.
5. Make printed copies of program for everyone attending.

## Dinner Committee

1. Decides serving method (catered, potluck, etc.)

If catered:

- Contact caterer, agree on menu and cost.
- Take reservations and estimate cost.
- Check with caterer on time of delivery, finding out if he provides plates, silverware. Are drinks and dessert included?
- Plan two serving lines if more than 150 people attend.
- Collect money prior to banquet per caterer's deadline.

If potluck:

- Decide if dens will plan their own menus, or if dens will contribute to an over-all menu.
  - If dens plan their own menus, each Den Leader should act as coordinator.
2. Decide if the Pack will provide such things as salt, pepper, sugar, napkins, drinks, etc. If so, make arrangements to buy or have these items donated. Inform dens of your plans.
  3. Each family can bring their own disposable tableware and plates. Be sure Den Leaders pass the word for at least 2 weeks prior to the banquet. Bring extras just in case.
  4. Plan to have cake or cupcakes.  
This is Scouting's Birthday!

# Blackhawk Area Council



## OPERATIONS CALENDAR FOR BLUE AND GOLD BANQUET PLANNERS

Based on Blue and Gold being held the last week of February:

### August

Annual Pack planning meeting.

Decide date, time, and place for Blue and Gold banquet.

If a school location is desired, be sure areas are requisitioned in time for banquet.

### September/October

Recruit committee sub-chairpersons

Physical arrangements

Invitations

Program

Dinner

### November

Location selected and reservation made

Sub-committees begin duties as states.

### December

Meeting with all committees to start working on the details.

### January

Blue and Gold committee to meet with Den Leaders to give directions for decoration, program, invitation information etc.

Dinner committee decision made.

Entertainment secured or assignments made.

Physical arrangements committee to visit location of banquet to check out needs.

Dens begin work on decorations

Invitations for Blue and Gold banquet to families

Special guest invitations mailed.

### February

Reconfirm location, time and place.

Reconfirm entertainment.

Buy supplies, plates, coffee, etc.

Program agenda ready for printing.

Deadline for RSVP.

Let dinner committee know of reservation to make final food orders.

Make seating chart. Give to setup committee.

Banquet Day

Early PM - set up

Scheduled time - this is it! Go for it!

Late PM - cleanup committee cleans up.

## ENTERTAINMENT IDEAS

### A. Pack Developed Entertainment.

1. Each den prepares a skit, song, stunt or puppet show.

2. Parent and child talent show.

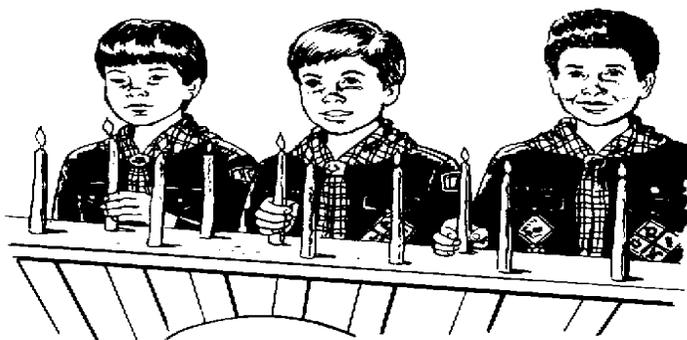
3. Cubmaster and Den Leaders or committee persons prepare a skit using adults at the banquet.

4. Scout demonstrations (camp cooking, monkey bridge, skills).

# Blackhawk Area Council



- B. Outside Entertainment
1. Animal demonstrations  
Country park associations  
Local Zoo  
Police canine associations and departments  
Dog obedience schools
  2. Bicycle clubs
  3. Clown associations (Shriners, etc.)
  4. Dance demonstrations  
Dance schools in your area.  
Square dancers  
Indian dancers (Order of the Arrow, local Scout Troops)
  5. Karate/martial arts demonstrations
  6. Magic acts  
Local magicians.  
Instructors from local high schools or colleges with physics displays
  7. Music  
Cub Scouts from the Pack  
Local musicians from county parks associations, etc.  
Schools and church choirs, adult and children's singing groups
  8. Sports  
Professional athletes  
High schools departments  
Gymnastic schools



## CEREMONIES

### A CUB SCOUT PARENT'S PRAYER

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

# Blackhawk Area Council



## FOR GOD AND COUNTRY

Arrangement: Den chief and Cub Scouts, in uniform, carry small U.S. Flags and line up on stage. Each speaks his part.

Den Chief: Two hundred years ago, God gave us a nation; a land of wealth and bounty, choice among His creations. We must protect its freedom and defend its worthy cause, and support our Constitution, which is based upon God's laws. We must pledge to be loyal throughout each coming year, and with God's help, we will know no doubt nor fear. When we keep our promise to do our best each day, God will bless our country and us in every way. Please stand and join us in singing, "God Bless America". (After audience is seated, Cub Scouts continue.)

First Cub Scout: We're glad you came to our banquet! We have many things to say about our love for America as we celebrate today.

Second Cub Scout: Independence is a big word, and hard for me to say. But I know it means a lot to all Americans today.

Third Cub Scout: Our national bird is the eagle. Have you ever wondered why? It may be because it soars above all birds to reach the sky.

Fourth Cub Scout: The Liberty Bell is ringing, though its sound we do not hear. Freedom of speech and worship, freedom from want and fear.

Fifth Cub Scout: Without our flag of red, white and blue, things would be different for me and you. It's a symbol of pride in the American way, so we should be loyal and true each day.

Sixth Cub Scout: Please stand and join us in the Pledge of Allegiance to our flag.

## BLUE AND GOLD COLORS

Blue and Gold are the Cub Scout colors. They have special meaning boys and leader should understand, and will help them see beyond the fun of Cub Scouting to its ultimate goals.

The blue stands for truth and spirituality, steadfast loyalty and the sky above.

The gold stands for warm sunlight, good cheer and happiness.



# Blackhawk Area Council



## STORY OF CUB SCOUT COLORS

Arrangement: As curtain opens, three boys dressed in Indian costume are seated around artificial campfire. One wears a chief's headdress; the other two are braves. Hanging on a tripod over the fire is a kettle which has a small can of dry ice and a blue and gold Cub Scout neckerchief concealed in it.

Narrator: (Cub Scout or den chief): Many, many moons ago, the great chief Akela called a council to see what could be done to make his tribe the best of all tribes. He told the first Indian brave to climb the mountain and tell the eagle to fly high into the sky and bring back part of the beauty of the sun. (One brave exits.)

He told the second brave to go into the forest and tell the sparrow to fly high into the sky and bring back part of the beauty of the sky. (Second brave exits.)

After a while, both braves return. (Both braves enter - One carries a bottle of blue water; the other a bottle of gold water. They hold up bottles to show everyone.)

Narrator: Akela told one brave to pour some of the beauty of the sun into the council mixing pot. (The brave pours some of the gold water into the can in the pot, causing smoke.)

Narrator: Then he told the other brave to pour some of the beauty of the sky into the council mixing pot. (The brave pours blue water into the can, causing smoke. Akela, the chief, raises hands toward the sky.)

Narrator: Akela says that from this day forward, blue will stand for truth and loyalty and the sky above. Gold will stand for warm sunlight, happiness and good cheer. (Akela reaches into pot and pulls out Cub Scout neckerchief.)

Narrator: And that's why the Cub Scouts colors are Blue and Gold.

## CUB SCOUT SPIRIT

Arrangement: Head table hold candelabra with three candles and one larger candle in separate holder. Narrator reads the following;

Tonight we have had a lot of fun at the (number) birthday party of Cub Scouting and the (number) birthday of our own Pack. As Cub Scouts and leaders, we are following the trail left by millions of other boys and leaders how have been involved in Cub Scouting since it began in 1930.

All of those boys and leaders have had the Cub Scout spirit, which we symbolize with the flame of this one candle. (Light large candle. Dim room lights.) What is Cub Scout Spirit? That's easy. It's the three things we promise to do in the Cub Scout Promise. In the Promise, we say, "I promise to do my best to do my duty to God and my Country." that's the first part. (Light first candle on candelabra.) The second part is "To help other people." (Light second candle.) And the third part is "to obey the Law of the Pack". (Light third candle)

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Now while these three candles burn as a reminder to us, I will ask all Cub Scouts and all former Cub Scouts to stand, make the Cub Scout sign, and repeat the Promise with me. (Lead Promise.)

## THE BLUE AND GOLD

Arrangement: Eight Cub scouts speak their lines and place the following cards on a large blue flannel board. Truth, Faith, Loyalty, Sunlight, Good Cheer, Happiness, and a cutout golden sun.

First Cub Scout: Back in the good old days, school colors gave people a feeling of school pride and loyalty. Today, the blue and gold of Cub Scouting helps to build the spirit among Cub Scouts.

Second Cub Scout (Points to blue flannel): The blue reminds us of the sky above. It stands for truth, spirituality, and steadfast loyalty.

Third Cub Scout (Places "truth" card in upper left corner): Truth means we must always be honest.

Fourth Cub Scout (Places "faith" card in upper right corner): Faith means a belief in God.

Fifth Cub Scout (Places "loyalty" card across bottom): Loyalty means being faithful and loyal to God, country, and our fellow man.

Sixth Cub Scout: The gold stands for the warm sunlight. (He places the sun in center of board and the "Sunlight" card across top of the sun.)

Seventh Cub Scout: Gold also stands for good cheer and happiness. We always feel better when the sun is shining and so will those to whom we give good will. (He places "Good cheer" and "happiness" cards on each side of the sun cutout.)

Eighth Cub Scout: As we wear our Cub Scout uniforms, may the meaning of the Blue and Gold colors make us remember our Cub Scout ideals, the Cub Scout Promise and the Law of the Pack.

## CLOSING THOUGHT

Narrator: Lord Baden-Powell, the founder of Scouting, said "I often think that when the sun goes down, the world is hidden by a big blanket from the light of heaven, but the stars are little holes pierced in that blanket by those who have done good deeds in this world. The stars are not all the same size; some are big, some are little, and some men have done small deeds, but they have made their hole in the blanket by doing good before they went to heaven. Try and make your hole in the blanket by good work while you are on earth. It is something to be good, but it is far better to do good." Think of Baden-Powell's words when you promise to help other people.

# Blackhawk Area Council



## SKITS

### Spirit Of Baden-Powell

**Characters:** Seven uniformed Cub Scouts, carrying props described below. The narrator is in Scout uniform and wears a campaign hat.

**Narrator:** I represent the spirit of Lord Baden-Powell, the founder of Scouting. I am also the spirit of Scouting past and present. Here is our future ... the Cub Scouts of today who will be the men of tomorrow.

**First Cub Scout (enters carrying a replica of a church or carrying a bible):** I like to wear my uniform to church on Scout Sunday or Sabbath in February. Many Cub Scout Packs in the United States are chartered to religious organizations.

**Second Cub Scout (enters):** Two colors of the Cub Scout uniform have special meaning. The blue stands for truth and loyalty; the gold represents good cheer and happiness.

**Third Cub Scout (enters carrying Wolf Cub Scout Book and Kipling's Jungle Book):** When Cub Scouting began in England, I was based on Kipling's jungle tales. When Cub Scouting began in the United States in 1930, Indian themes were used.

**Fourth Cub Scout (enters carrying woodcraft project):** Cub Scouting means fun, and we have lots of fun. I like making things that are useful or that fit our monthly theme.

**Fifth Cub Scout (enters carrying nature collection):** I like to go on hikes and collect things for my nature collection. Cub Scout outdoor activities are fun. We learn about the things that live and grow in our area.

**Sixth Cub Scout (enters carrying tin can stove):** I like to cook outdoors. All Cub Scouts like to eat! This is a cook stove we make as a den project.

**Seventh Cub Scout (enters carrying U.S. flag):** I am proud to be an American and I'm proud of our flag. I also like our Pack flag because it reminds me that I'm part of (number) years of Cub Scouting.

**Narrator:** Yes, I represent the past and the present, but these boys - the future of our country - prove that things will be in good hands.

### CUB SCOUT STEW

**Characters:** Boy in chef's hat, any number of uniformed Cub Scouts, Den Leader.

**Setting:** On stage in a large kettle made from a cardboard carton. There is a short stepladder at each side for the boys to climb up to get into the kettle. Put an air mattress or other pad in the bottom of the kettle for boys to land on. As curtain opens, a boy wearing a chef's hat is standing on one of the stepladders, stirring in pot with a broomstick. He holds a large piece of paper on which the word "Recipe" is written in large letters.

# Blackhawk Area Council



Den Leader (entering): What are you making?

Chef: This is Cub Scout stew. Would you like to watch?

Den Leader: Yes, I would. What goes in it?

Chef (pretends to read recipe): First, add any number of Cub Scouts who do their best. (Uniformed Cub Scouts come on stage and climb into kettle.) Then add a sense of humor. (Grinning Cub Scout wearing sign, "Humor", climbs into kettle.) Next, add a pinch of service to others. (Cub Scout wearing "Service" sign climbs into kettle.) Then add a dash of mischief. (Cub Scout wearing "Mischief" sign climbs into kettle.) And a big helping of sunshine. (Cub Scout wearing "Sunshine" sign climbs into kettle.) And last, add a ton of energy (Cub Scout wearing "Energy" sign climbs into kettle.)

Chef (pretends to stir): Stir well, and you have a Cub Scout stew. (Pretends to take a taste and offers a taste to Den Leader.)

Den Leader: That's delicious! I'd like your recipe.

## TABLE DECORATION

The Incredible Shrinking Nut Cup

Materials: Styrofoam cups, blue and yellow permanent markers, 400 degree oven, lots of patience.

Directions: Draw Scouting pictures on the foam cups. Place on foil covered cookie sheet, open side down. Place in oven. Leave door open a crack and watch carefully. Cook for 30 seconds. (Be sure your kitchen is well ventilated. The melting cups give off a noxious odor.) These are really tricky - they'll shrink too much and collapse if over cooked.

FLEUR-DE-LIS CENTERPIECE

Materials: Thin sheet of Styrofoam, Styrofoam cutter or serrated knife, rectangular Styrofoam for base, blue spray paint, gold spray paint, cardboard, toothpicks, glue.

Directions: Cut out two large pattern pieces and tape them together. Place them on the fold of a sheet of newspaper and cut the full pattern out. Lay the pattern on a thin sheet of Styrofoam and cut. Spray paint gold. Spray the base blue. Cut small Fleur-de-lis from cardboard. Glue these to toothpicks to insert in the Styrofoam base.

BIRTHDAY CAKE CENTERPIECE

Materials: 2 round cardboard boxes - different sizes, candle whipped soap suds, flags.

Directions: Glue the two boxes together and cover with paper mache. Add candle on top. Frost cake with whipped soap suds. Decorate as desired. Add flags that have the boy's names on them.

CAKE CENTERPIECE

Materials: 3 round boxes - different sizes, paint, pipe cleaners, construction paper.

Directions: Glue three boxes together and cover with paper mache. Paint as desired. Cub Scouts are made from twisted pipe cleaners with paper hats and neckerchiefs.

# Blackhawk Area Council



## LANTERN CENTERPIECE

**Materials:** one 8"x11" sheet of aluminum (from printer's plate), old scissors, paper punch, three brass brads, old board, nail and hammer, votive candle, foil ashtray.  
**Directions:** Cut printer's plate to 8"x11" sheet. (Wear gloves when cutting. Old scissors will do the cutting.) Once, the plate is cut to size, fold the top and bottom edge about 1/2" from the edge, using straight edge of a ruler. The shiny side should be on the outside, printed size on the inside. Using the hole punch, make three holes along each side of the plate being careful to match them up. Place the plate over the old wooden board. Have the boys tape a design to the top of the aluminum plate. Using a ten penny nail and hammer, trace the design with nail holes. When the design is completed, the boy can roll the plate into a cylinder and fasten with the three brads. Take a foil ash tray and fold the sides up so the cylinder will fit over it. Place the candle on the ashtray.

## NAME TAG

**Materials:** Yellow construction paper 1" x 3", blue marker  
**Directions:** Use marker to draw square knot on paper. Write name below knot.

## CUB SCOUT PLACE CARD

**Materials:** 2 dark blue chenille stems, cotton ball or pink head, pink tissue paper, yellow paper, cardboard for base.  
**Directions:** Form body from dark blue chenille stems, twisted together to shape. Make head from cotton ball covered with pink tissue or glue on pink head. Make hat and neckerchief from yellow paper and glue in place. Glue feet of figure to cardboard base. Add name card.

## CUB SCOUT HAT PLACEMENT

**Materials:** Dark blue construction paper, yellow or light blue construction paper, Cub Scout stickers.  
**Directions:** Cut hat from dark blue construction paper. Add yellow or light blue front section. Add emblem for Cub Scout or Webelos.

## NECKERCHIEF PLACEMAT

**Materials:** Construction paper, markers  
**Directions:** Cut neckerchief from construction paper and glue onto a background for placemat. Add arrows with marker.

## WEBELOS PLACE MATE

**Materials:** 16" x 12" blue burlap, gold spray paint, poster board.  
**Directions:** With sewing machine zig zag one inch from edges of burlap. Fringe to stitch line. Enlarge and transfer Arrow of Light pattern to 12" x 16" poster board. Cut stencil. Lay stencil on burlap and spray with gold paint.

# Blackhawk Area Council



## BLUE AND GOLD MINTS

For a special treat, make blue and gold mints for your banquet. You need:

- 6 tablespoons margarine or butter
  - 2 teaspoons peppermint
  - 3 pounds powdered sugar
  - 7 tablespoons water (color half with blue and the other half with yellow food coloring)
  - Dash of salt.
1. Cream margarine or butter. Add peppermint flavoring and salt.
  2. Divide into two batches. Add colored water to each batch.
  3. Add 1 pound powdered sugar to each batch. Blend with mixer, then kneed in another 1/2 pound of sugar.
  4. Press into molds or roll out to desired thickness and cut or shape mints. Let dry on cookie sheet in refrigerator.
  5. When mints are dry, store in covered tin or airtight box to prevent hardening.





# Core Values

# Blackhawk Area Council



## Notes

# Blackhawk Area Council



## Cub Scout Character Development

Cub Scouting's twelve core values have been developed to help leaders and parents teach boys values and ethical decision making. The *Tiger Cub Book* has the core values incorporated as part of the achievements. As other books are revised, the core values and character connections will also be included. The core values are also included in *Cub Scout Program Helps* beginning this year.

How can you, as a leader, incorporate them into your den and pack meetings now? Almost everything you do in a den meeting or pack meeting will probably touch on one or more of these core values. Your responsibility as a leader is to take advantage of these times and discuss them with your Cub Scouts. No lectures—just a little chat about how what they have just done or learned has helped them learn something related to these core values.

The “Character Connections” of knowing, commitment, and practice can also be incorporated into everything that you do in den and pack meetings, as well as at home. As part of the achievements in the *Tiger Cub Book*, specific questions related to the three character connections will be included and must be discussed as part of earning the achievement. These will also be incorporated into the advancement program in all of the handbooks as they are revised.

The three logos will help leaders identify what kind of question will follow.

### Examples:

When closing your den meeting, have the Scouts form a circle. Then ask the question, “What have you done this week to show that you are a good citizen?” Go around the circle and have each boy give one example. If necessary, start the answers yourself. Use a different core value each week or every two weeks.

You can also ask how each boy has “done his best,” or “followed Akela,” or other question related to the Cub Scout Promise or Law of the Pack.

Use your den meeting as the example for some questions related to the three character connections. “When you were working on the wood project today, what did you learn? Do you think you did your best? How can you use this skill in other projects?”

### Summary

Use every opportunity to help boys “internalize” what they are learning in Cub Scouting. They aren't just learning to make a craft, they are learning to take turns, to be fair, to be honest, to be cooperative, to use resources wisely, to stick with something until it is finished, and the like.



## CUB SCOUT

### CHARACTER DEVELOPMENT



Since its origin, the program of the Boy Scouts of America has been an educational experience concerned with values. In 1910, the first Scouting activities were designed to build character, physical fitness, practical skills, and service. These elements were a part of the original Cub Scout program and continue to be part of Cub Scouting today.

Just as character development should extend into every aspect of a boy's life, so character development should extend into every aspect of Cub Scouting. Cub Scout leaders should strive to use Cub Scouting's **twelve core values** throughout all elements of the program—service projects, ceremonies, games, skits, songs, crafts, and all the other activities enjoyed at den and pack meetings.

Program support ideas can be found in *Cub Scout Program Helps*, in the *Cub Scout Leader Book*, and at your monthly roundtable meetings.

### Cub Scouting's Twelve Core Values

- |  |   |   |
|--|---|---|
| <p><b>1. Citizenship:</b> Contributing service and showing responsibility to local, state, and national communities.</p> <p><b>2. Compassion:</b> Having consideration and concern for the well-being of others.</p> <p><b>3. Cooperation:</b> Working together with others toward a common goal.</p> <p><b>4. Courage:</b> Doing what is right regardless of its difficulty or the consequences.</p> <p><b>5. Faith:</b> Having inner strength and confidence based on our trust in a higher power.</p> <p><b>6. Health and Fitness:</b> Being personally committed to care for our minds and bodies.</p> | <p><b>7. Honesty:</b> Telling the truth and being worthy of trust.</p> <p><b>8. Perseverance:</b> Sticking with something and not giving up, even if it is difficult.</p> <p><b>9. Positive Attitude:</b> Setting our minds to look for and find the best in all situations.</p> <p><b>10. Resourcefulness:</b> Using human and other resources to their fullest.</p> <p><b>11. Respect:</b> Showing regard for the worth of something or someone.</p> <p><b>12. Responsibility:</b> Fulfilling our duty to take care of others and of ourselves.</p> | <ul style="list-style-type: none"> <li>&gt; Core values are the basis of good character development.</li> <li>&gt; Character must be broadly defined to include thinking, feeling, and behavior.</li> <li>&gt; Core values should be promoted throughout all phases of life.</li> </ul> |
|--|---|---|

***Character can be defined as the collection of core values possessed by an individual that leads to moral commitment and action.***

***Character development refers to the processes by which these core values are practiced.***



## Character Connections™

Character development should not be viewed as something done occasionally as part of a separate program, or as part of only one area of life. For in reality, character development is a part of everything a Cub Scout does. Character development lessons can be found in every aspect of the Cub Scouting experience.

In an effort to make character development an integral part of Cub Scouting, the twelve core values are being integrated throughout the boys' handbooks and advancement program.

When it comes to developing character, the complete person must be considered. Character development involves at least three critical areas: 1—Know (thought), 2—Commit (feeling), and 3—Practice (behavior). In Cub Scouting, addressing these three critical areas and relating them to values is referred to as **Character Connections**.

### Character Connections asks the Cub Scout to:

**Know:** Character development includes moral knowledge—both awareness and reasoning. For example, children must understand what honesty means and they must be able to reason about and interpret each situation, and then decide how to apply the principles of honesty.



*What do I think or know about the core value? How does the context of this situation affect this core value? What are some historical, literary, or religious examples representing the core value?*

**Commit:** Character development includes attention to moral motivation. Children must be committed to doing what they know is right. They must be able to understand the perspectives of others, to consider how others feel, and to develop an active moral conscience.



*Why is this core value important? What makes living out this core value different? What will it take to live out this core value?*

**Practice:** Character development includes the development of moral habits through guided practice. Children need opportunities to practice the social and emotional skills necessary for doing what is right but difficult, and to experience the core values in their lives.



*How can I act according to this core value? How do I live out this core value? How can I practice this value at school, at home, and with my friends?*

### The goals of the Cub Scout leader are

- to seek out and maximize the many opportunities to incorporate character development
- to convince the young Cub Scout that character is important to the individual, to his family, community, country, world, and to God



# Gathering Activities

# Blackhawk Area Council



## **Session: Gathering Activities and Sparklers for Den and Pack**

Tutors: Linda Bowers - Wanchanagi District Cub Scout Roundtable Commissioner

Terry Serrano - Wanchanagi District Cub Scout Roundtable Staff

\*note: number shown following information is the Source

“ Hear Ye - Hear Ye ! The Ladies of Wanchanagi bid you Welcome! “

When one hears the words like: “Cub Scouts”, “Den Meetings”, Pack Meetings, and so on and so on - we Adult Leaders usually really hear the following: meetings, uniforms, records, advancements, camping, etc. But what do you think the BOYS Hear? Oh, it's so easy. They hear: “**Ways to have FUN !!!!!** “

And that is what we want to help you - the Adult Leader to hear too.

On the next few pages we will be sharing ideas and hope that you will find them useful in your Den and Pack meetings.

### **Create a Den Activity Box**

The ideas of this box for the boys to have something to do while the Den Leaders are putting any final touches to the meeting.

1. Decide what size you want the box to be. Remember you have to store it at your meeting site and hold all the items you create. Also, it needs to be of material that is sturdy and has a lid. Possible boxes would be the sturdy filing boxes or ones that are plastic.
2. Under the lid tape the rules for use of the materials in the box.
3. Have the boys help decide what goes in and have them help make some of the activities. By making the activities it could apply towards advancements, and pride in their Den Box. Have them help with the rules too.

Ideas to put in the box:

markers	crayons	pencils	pencil sharper
puzzles	parachutes	milk jug toss	bean bags
sock balls	flying saucers	flash cards	games
flash cards	target	and so on and so on.	

How to make some of these ideas:

puzzles - cut out different shapes from the front section of cereal boxes

milk jug - cut off the top of the milk jug, but leave the handle. Use tape and tape the edges, the cut edge can be sharp. If you don't want to use milk jugs, use 2-liter bottles.

bean bags - find material and cut into squares. Sew together three sides and then fill with beans. Sew the fourth edge.

sock balls - find old sock, clean ones! Simply fold together, just like folding them after the laundry. They make fine balls for indoor use.

parachutes - material cut into circles with the diameter of fourteen inches. Punch four holes, at the sites of 12 o'clock, 3 o'clock, 6 o'clock, and 9 o'clock. Four strings about fourteen long and tie one end in each hole. Tighten other end of the strings onto a large spool of thread.

# Blackhawk Area Council



## Create a Den Activity Box

How to make some of these ideas - continue:

flash cards - cards that are ready made. Good time to practice Math. Or create ones that would be practice of the Cub Scout Promise, Law of the Pack, earning the Bobcat Rank, etc. Remember - make the flash cards fit to your den. (Tiger Cub, Wolf, etc)

target - use an old sheet or old shower curtain. Simply draw, with permanent markers a target for the parachutes to land on. Or any other game that needs a target. Don't forget points: center =10, middle = 5, outer circle = 2, edge of target =1

games - simple games to play. Ones ready made or ones that can be created like: Indian Sticks, Peach Pit, Jumping Frog, etc. (instructions following in the game area)

files - dot to dots, mazes, cross word puzzles, picture search, etc. You will have to remember to check the files to keep them filled with papers to do. And change them ever so often.

Take time and research ideas to put in the box and have fun creating.

## Games

note; some of these games can be used for gathering ideas for the Pack

Jumping frogs - needs green 5 x 3 inch index cards and following instructions on pg13 in this section.

Flying Saucers - use Styrofoam bowls and dinner plates. Tape bowl upside down onto the plate. Use color crayons to decorate and then throw at target or through hoops. Just like a Frisbee.

Pugasaing : Plains Indian Stick Dice Game - each boy needs 3-pop cycle sticks. Decorate one side with decoration in black, decorate the other side with red decorations. To play, one person tosses their 3 stick dice onto the floor. The score depends on the stick dice land. Points - 3 black sides up = 3pts, 3 red sides up = 2pts, 2 black sides and 1 red side = 1pt, and 2 red sides up and 1 black side = 0pts. ⑤

Peach Pit: Woodland Indian Game -need five peach pits and wooden bowl. Paint one side of the peach pit white and other side black. Take turns shaking the pits in the bowl. If 4 out of 5 turn up as the same color; give your team 5 points. Play until one-team reaches 100 points. ⑤

Tillikum: Northwest Indian Game: (like Scissors, Rock, Paper) Tillikum means friend. The game uses three symbols for water, earth, and fire. Using one hand, this is how the symbols are made: earth = hand held out flat with palm down, water = hand held out with fingers and thumb hanging down, and fire - fingers and thumb point up facing forward. To play, stand facing another player, raise one fist to shoulder height and do this three times, on the count of three, each player makes a symbol for either water, earth, fire. Score a point when your symbol beats out fellow players' symbol earth drinks water - water puts out the fire - fire scorches the earth. ⑤

# Blackhawk Area Council



## Games - continue:

Off the Top of your Head - need 5 x 7-inch index cards and pencils. Each boy gets a card and pencil and place card on top of head. next instruct them to draw a picture (a dog) and they have to draw the picture without lifting the pencil off the card - must draw continuously. Team Building Game.

Ping-Pong Ball Relay - form teams. Each team is given a ping pong ball and each player is given their own straw. To play - players are on their hands and knees. Blowing through the straw move the ball down to a spot. Pick up ball and run back to next player.

Newspaper Grab - need newspaper. The Cubs run around the edge of the room and a sheet of newspaper lies in the center. On a signal from a leader, the cubs scramble for the paper to see who can grab the biggest piece. Suggest only five boys play at time ③

Find the Bell - need a little bell. Have a group of boys sit in a circle. Choose one person to sit in the center of the circle. The leader gives the bell to one of the players, which begins to pass it around the circle. The object of the game is to pass the bell quietly so that the person in the middle cannot guess who is holding the bell. Players may not silence the bell by holding the clapper – they have to try to pass it carefully enough so that it does not ring. ③

Foot Writing - need pencils and large pieces of paper. Take one shoe and sock off. Place the pencil between toes. Challenge them to print their name and then write it. Later - they can play “Tic - Tack - Toe” and they can keep the pencils!

Holding the Longest Note - two players compete. See who can hold a note the longest. ⑤

Do You Now? - make teams and have a set of question to ask. (Look at riddles, science facts, history, etc)

If you want ideas where to research for ideas look into your Program Helps, How to Do Book, old Pow Wow books, and the best idea - go to your monthly Roundtable!

## Make a Snack

Have the boys make their den snack. Something simple but fun! Any children's cookbooks have wonderful ideas. But I will give you two. (Yes - one of the recipes is the so often asked for - “Tootsie Roll in a Bag”) Source - Roundtable 1989

### Tootsie Roll in a Bag

12 oz. of Semi-sweet chocolate chip MELTED  
2 cups of powdered sugar  
4 tbsp. of margarine - MELTED  
2 cups of dry powdered milk

One quart size Heavy Duty Freezer  
Zip Lock Baggie

Put all ingredients into the Bag - seal -  
and SQUEEZE!!!!!!

### Baggie Fudge

Plastic sandwich bag for each boy  
4 tbsp. powder sugar  
1 tbsp, margarine  
2 tsp, cream cheese  
1/2 or 1 tbsp cocoa  
1/4 tsp. vanilla  
Place all ingredients in the bag and seal.  
Squeeze out the air and seal again.  
Blend all ingredients together by squeezing.  
When the mixture is well blended add  
raisins,  
peanut butter, nuts, etc. Eat the fudge with  
a spoon. This is a single serving recipe.

# Blackhawk Area Council



## Run Ons / Sparklers

The question has often been asked - "What's the different between the two?"  
The only answer we could think of is this:

Run Ons - usually these are done by several persons

Sparklers - just one person can do it.

These little riddles - jokes - attention getters help break up the dull or too quiet moments that can happen during a meeting. Be creative - make some up or adapt them so that they will fit the monthly theme.

**\* And please remember your shy Cub Scouts in your Dens. Because the sparklers/ run ons are perform in front of an audience. This means being laughed "AT" to a shy person. So you as a Leader must show your Dens that it's OK. One is not being laughed "AT", but they are sharing a laugh from their Den to the Pack. "Doing A Good Deed"**

The following simple games of Charades, Role-Playing, and Pantamines will be helpful.

Charades - simple game where the player communicates an idea with acting out the a statement, title of a book, play, movie, etc. But no talking! Examples: "Singing in the Rain", "Happy Birthday to You, etc.

Pantamines - acting out an idea, an action - but in no way can the player communicate directly with the other player, until the right answer is heard. Examples: building a snowman, tightrope walker, etc

Role Playing- here the player can directly communicate with the audience. Sing and act and talk. Examples: baker-kneading bread, carving a statue, etc.

Give these simple games a chance in you dens. Playing them can also help in building confidence for performing skits and songs.

Some Run Ons and Sparklers: ( All riddles from Source #④)

What gets wetter and wetter the more it dries?	(A Towel)
What eats but never swallows?	(Rust)
What turns without moving?	(Milk)
What can you put inside a barrel to make it lighter?	(Holes)
What can you keep taking and still leave behind?	(Footprints)
In what place does Thursday come before Wednesday?	(Dictionary)
What can you see in the water that never gets wet?	(Your Reflection)
What building has the most stories?	(The Library)

# Blackhawk Area Council



## Run Ons and Sparklers - continues

Examples:

How far can a grasshopper hop? (5 feet) ④

How many distinct muscles are there in an elephant's trunk? (More than 30,000)

How many bones are there in a the human body? (206) ④

Two persons run across the stage, one blowing a whistle and one ringing a bell.

Cub Master asks them: "What are you doing?"

Answer: "We've got all the bell and whistles" ③

Who's always happy when something goes wrong?

The repairman. ③

Which is faster, heat or cold?

Heat is ... I can always catch a cold. ③

Person walks across the stage with the a poster with this printed on it: S - N - O - W

What in the world was that?

Oh, that's dashing through the snow. ②

Scout runs up tot he Cub master and starts grabbing at his own clothes, as though he has bugs on him, and says "They're on me, they're on me!"

Cub Master: "What's on you?"

Scout: "My clothes!" and walks off the stage. ③

Dirty Socks: need 4 scouts and one very large can with water placed in the center of the stage.

1st Scout walks out on the stage carrying his mug. He dips the mug in and takes a drink and says: "This camp coffee is getting worse"

2nd Scout comes out with his mug and takes a drink and says:

"This camp tea is getting worse."

3rd Scout walks out with his mug and takes a drink and says:

"This camp chocolate is getting worse."

4th Scout walks out and dips his hand into the can and takes out a pair of socks and says: "I thought that would get them clean!"

The other boys all make faces and sounds of something tasting nasty. ③

Rubbish:

1st Scout walks to the center of the stage and starts talking in a loud voice "Empty cornflakes box, banana skin, old tin can, bottle top, candy wrappers, broken bottle, moldy cheese, milk carton."

2nd Scout: "Hey what do you think you're doing?"

1st Scout: "I'm talking a load of old rubbish." ③

# Blackhawk Area Council



## Run Ons and Sparklers - continue:

### Worms:

1st Scout: "What do you have in your mouth?"

2nd Scout: "Worms - I keep them warm that way."

1st Scout: "Well - good luck." and slaps 2nd scout on his back! ③

### Bee Sting:

1st Scout: "OOOOCH, OOOOCH! "

2nd Scout: "What's the matter with you?"

1st Scout: "A bee stung my thumb."

2nd Scout: "Try putting some cream on it."

1st Scout: "But the bee will be miles away by this time." ③

### Fly in the Soup:

1st Scout: "Waiter, Waiter, there's a fly in my soup."

2nd Scout: "Oh, yes you are right sir. That will be an extra 25 cents for the meal."

1st Scout: "But waiter, he's swimming all over the top!"

2nd Scout: "You are right again sir. It doesn't appear to know that it is a fly, sir. It's doing the Butterfly stroke."

1st Scout: "Well, I think it must be an Australian."

2nd Scout: " Why do you say that sir? "

1st Scout: " Because it's down under now! " ③

News Flashes - a Scout runs out with a flashlight to give true, but funny news stories.  
(Note: All "News Flashes from Source #③.)

Only in America can a pizza be delivered faster to your home than an ambulance.

Only in America do banks leave both doors open and then chain the pens to the counters.

It's estimated that you'll spend a year of your life looking for lost objects.

Ancient Egyptians were able to produce ice without artificial refrigeration by means of natural phenomenon that occurs in dry temperature climates. Around sundown, water was placed in shallow clay trays on a bed of straw. Rapid evaporation from the water surface and from the damp sides of the tray combined with the nocturnal drop in temperature to freeze the water - even though the air temperature never fell near the freezing point.

You burn more calories sleeping than you do watching TV.

The plant life in the oceans make up about 85 percent of all the greenery on the planet.

John Wilkes Booth's brother once saved the life of Abraham Lincoln's son.

More than 25 percent of the world's forest are located in Siberia.

# Blackhawk Area Council



## Run Ons and Sparklers - continues:

Ever wonder?: ( sources #③, #④, and #⑥)

Why don't sheep shrink when it rains?

Why are they called apartments when they are all stuck together?

Why don't you ever see in the headlines "Psychic Wins Lotto" ?

Why the sun lightens our hair, but darkens our skin?

Why isn't there mouse-flavored cat food?

Why didn't Noah swat those two mosquitoes?

- |  |                                      |
|--|--------------------------------------|
| What never asks a question yet often has to be answered? | (A Telephone)                        |
| What is the largest jewel in the world?                  | (A Baseball Diamond)                 |
| What kind of bean can't grow?                            | (A Jelly Bean)                       |
| Why do Cub Scouts get so dizzy"                          | (Because they do a good turn daily.) |

## Other ideas:

Action Songs can be used to get the Pack to be "Alive, Alert, and Enthusiastic"

Like the song titled: "Whew" Look for it in the Songs Section of this Book.

Or make a song into a simple skit/sparkler. Example: "Brush Your Teeth"

The tune is simple, it's "Jingle Bells" and it follows: ( 2 versions)

Version 1: ⑥

"Brush your Teeth - Brush your Teeth  
Give your Teeth a treat.  
Brush them up and brush them down  
Brush them all around.

Brush them once - brush them twice  
Keep them nice and clean  
And always remember to  
Brush them between meals."

Version 2: ⑦

"Brush your Teeth - Brush your Teeth  
Brush them everyday.  
Brush them up and brush them down  
Brush them all around.

Brush them once and brush them twice  
Give your teeth a treat.  
Brush them after every meal  
And always in between."

Now make props to go with this song/ skit / sparkler. Take three-poster board to make a large smiling mouth - showing the teeth. Another poster with pictures of foods pasted all over it. And two large toothbrushes.

Another funny song/ sparkler: "The Wrong End"

# Blackhawk Area Council



**Other Ideas** - continue:

“The Wrong End”      ⑧  
tune ; “My Bonnie Lies Over the Ocean”

Oh, rabbits have bright shiny noses  
I'm telling you this as a Friend  
The reason the noses are shiny  
The powder puff is on the wrong end.

Props ; make bunny noses  
and puff tails - tape on.

Wrong end ...wrong end  
The powder puff on the wrong end, wrong end  
Wrong end ...wrong end  
The powder puff on the wrong end

Stand like opera singers  
tall and proper.  
When singing - wrong end  
turn around and shake your  
puff tails.

Or perform a small skit. Like the following skit: “The Kings Royal Papers” ⑧

Props - a throne for the King, several different forms of paper, and a roll of toilet paper.  
Players - King 1, Knights 2, Fool 1, Pages 3, Nobleman 1

Skit:

**2 Knights:** standing beside the throne, guarding.

**The Nobleman:** enters and stands by the throne and strikes the floor 3 times  
with his staff and says: “ His royal Majesty - King Frodo”

**The King:** enters and all bow to him. He then sets on his throne, very uncomfortable.  
Signals for the Nobleman to come to him and then whispers in his ear.

**The Nobleman:** strikes the floor with his staff and says “Where are the Kings  
Royal Papers?”

**Page #1:**Runs in some papers and presents them; “Here your Majesty are some  
papers.”

**The Nobleman** takes them and hands the papers to the King.

**The King** looks at them. “ No - these are not my royal papers” and throws the  
papers. (Repeat this act with Page #2 and Page #3)

*[Now King Frodo is very upset. Three Pages have presented the wrong papers and  
yells one more time at the Nobleman to find the Royal Papers]*

**The King** says: “Nobleman can't you find those papers?! If you do not get them for me  
soon - it's off to the tower with you! “

**Nobleman** again strikes the floor and says “ Doesn't anyone know where the  
King's royal papers are?”

**The Fool** comes running in and bows and says “ Your Majesty - are these your royal  
papers?” ( Have the roll of toilet paper hidden from the audience)

**The King** take the bundle and unwraps it. Jumps up and says “ Yes! Yes!  
these are the royal papers.” ( Shows the audience the royal papers and  
runs off the stage.)

**The Nobleman and Pages** pats the Fool on his back .

**The Knights** wipe their brows.

The End.

# Blackhawk Area Council



## **Other Ideas** - continue:

Another skit/ sparkler called "Happy Birthday U.S.A." Could be a continuous drawing sparkler. Have the poster ready to be drawn on and different times through out the meeting, a Scout comes out and draws part of the picture and says his line. By the end of the meeting - it is completed. (see Pg 15 in this section) ①

## **Props and Costumes**

Props and costumes are aids to help get an idea across and to help keep the audience attention. But make them simple - where the boys can make them. Such as using different hats; Sailor, Cowboy, Jesters, Baseball Cap, etc. Scenes could be pictures on poster. Remember KISMIF Keep it simple make it Fun. Look at children costume books, the How to do Book, etc

### Ideas of Props:

Flashlight = News Flashes

Small can of Ham = when a person is to Hammy

Candy Kisses = give to some one when they do something sweet

Candy Corn = given to someone is corny

Life Savers = given to someone who answers a hard question or volunteers

Smarties = given to those who answer questions correctly

Dum Dum suckers = lead into the song " Dum Dum DaDa"

Plastic Ears - held next to your ear and say -"I'm all ears"

Air Freshener = "Let's freshen things up"

Large Pill = give to someone who is causing a funny problem

Pack Bag = pull things out of it.

Spray Bottle with water in it = spray and say " Things are getting a little dry"

Fishing Net = to catch something

Balloons + blow them up and pop them. Its a signal that its time for a sparkler, etc

Cast = to do the Broken Arm Applause

Flip Chart = with words or pictures to present and idea or message and anything you can put a use to.

## **Applauses and Cheers**

Only in Cub Scouting can the applauses be as much fun and doing all the other stuff too. Here area few new ones: ( Sources: #②, #③)

I'm Staying Alive: Pretend spraying yourself with bug spray and sing/say to the tune of  
"Staying Alive" "Sh -sh -sh - sh I'm staying alive , staying alive"  
"Sh-sh-sh-sh I'm staying alive, staying alive"  
WE do have the highest count of West Nile Virus! ⑦

Turkey: Walk around in small circle saying "gobble, gobble" Then stop and rub your stomach and say "yum yum."

Needle in the Haystack: hold your backside, jumping up and down saying - "Yi Yi Yi"

Circus Barker; " It's Showtime, it's Showtime"

Bicycle Pump: Act like you are pumping up a tire and say "Sh-Sh-Sh"

# Blackhawk Area Council



## **Applauses and Cheers** - continue: ( Sources #②, #③)

**Big Sneeze:** Act that you have a sudden sneeze and sneeze into your hands. Then realize you do not have any kleenex. Wipe hands on pants.

**Black Powder Cheer:** Pretend to have black powder in your hand. Pour it down the barrel. Raise the gun and remember its heavy. Aim and say “ Click, BANG”  
Upon saying Bang - step back at the same time.

**Cub Scout Yell :** “Rip - Rap - Rap! Rip - Rap - Ree! Loyal Happy Cub Scouts are we!”

**Carpenter:** Pretend to be hammering and miss and hit your thumb. Say: “bang, bang, OOOOOCH! “

**Cub Scout Yell:** “Do your Best! Be Prepared! Shout - shout - shout! Tiger Cub!  
Wolf Cub! Bear Cub! Webelos Scout!

**Doubtful Yell:** “How Come?” ( Build up on the How Come? Build up on the word How to a big volume and then cut it off with a soft come”)

**Farewell:** Hold one hand above the eyes as though looking into the distance while slowly waving good by with the other hand.

**Fisherman:** Cast out your fishing line and watch for a minute. Then pretend you have a bite and struggle with it - like you have a big fish and say: “I've got it, I've got it.”

**Flintstone:** Shake your hands over your head and say “Yabba Dabba Doo”

**Home made Grape Juice:** Step into a vat with grape and make a face- its squishy.  
Then start stomping the grapes - after a while - take a glass and dip and get  
some juice - say “AAAHHHH that's a good”

**A Round Cheer** - do at least twice = Divide audience into two side. One starts it by saying: “ WE like Cub Scouting - yes we do. We like Cub Scouting how about you?” Other side replies the same.

**WE - ARE - GREAT!:** Divide the audience into three sections. Leader points to first group - they say the word “We” / second group says “Are” / third group says “Great”. Leader take turns pointing at the different groups, example:  
“We Are Great” “We Are Great” “Are We Great?” “Great Are WE! “

**Mother Cheer:** “ Mother, Mother - She's the one. If Mother can't do it - it just can't be done”

**Pinky :** clap only the little fingers together.

**Rivet and Bolts** Divide the audience into two groups. The first group says “Rivet bolts” three times. The other group replies “ nuts” three times.:

# Blackhawk Area Council



## Sources:

- ①. “Chalk in Hand - Collection of Draw & Tell Story Books, by Phloom
- ②. “When Pigs Fly” Pow Wow Book 1997 - Potawatomi Area Council
- ③. “Legends of King Arthur’s Court” Pow Wow Book 1997 - Denver Area Council
- ④. Games Magazine Junior - “Kid’s Big Book of Games” edited by: Karen C. Anderson
- ⑤. Unit Them Books: by - Elaine Hansen Cleary  
Woodland Indians  
Southwest Indians  
Plains Indians  
Northwest Indians
- ⑥. “Brush your Teeth “ Song created by JoEllen Sarff and Blanche Mayo  
Wolf Den Leaders National Capital Area Council
- ⑦. “Brush Your Teeth” Skit and second version - created by Terry L. Serrano  
Wanchanagi District Cub Scout Roundtable Assistant Commissioner
- ⑧. The Sits: “ The Wrong End” and “The Kings Royal Papers” - only source I know them to be from is attending Roundtables in 189 and 1990.

## Other Sources to always use:

Program Helps, Cub Scout Song Book, Cub Scout Sparklers Book, CampFire Companion 1 and 2 editions, How to Do Book, Old Pow Wow Books, Boys Life past and present, attending Trainings, and best of all to receive the best ideas:

**attend your monthly - CUB SCOUT ROUNDTABLE MEETINGS !!!!!**

Be a **S\*T\*A\*R\*** - a **Scouter That Attends Roundtable**

Attend Roundtable - Watt a **BRIGHT** idea!

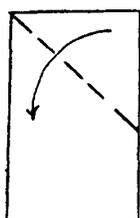




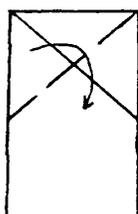
## Jumping Frog (an origami project)

NEED: one 3" x 5" index card for each frog; construction paper works but not as well.

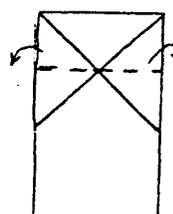
### DIRECTIONS:



1. Fold down right top corner.  
2. Unfold.



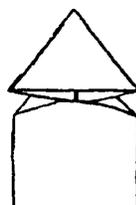
3. Fold down left corner.  
4. Unfold.



5. Fold backward as shown by broken line, where lines cross.  
6. Unfold.



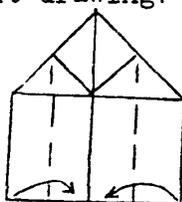
7. Push down at "x". Bring sides A and B to meet in middle. See next drawing.



8. Push down top triangle and crease sharply.



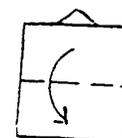
9. Fold outer points up as shown.



10. Fold sides of card to the center.



11. Fold model in half by bringing bottom edge up to the top.



12. Fold down top layer only in direction of arrow.

13. Stroke back of frog to make him jump.  
Have races in the den. Have fun!





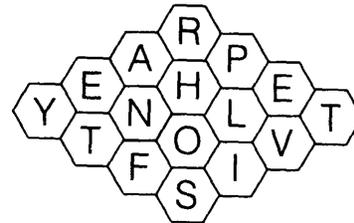
BIG GAMES

**60 • WORD PLAY**

## Spelling Beehive

How many words can you find in this honeycomb grid? You may start at any letter, then travel from space to space in any direction, spelling out a word as you go. You may use a space more than once in a word but you may not use the same letter twice in a row. For example, you could spell out SOLO by reusing the O, but you could not use the O twice in a row as in FOOL.

You can probably find many 3-letter and 4-letter words in the grid. But we've also found eleven 5-letter words, six 6-letter words, two 8-letter words, a 9-letter word, and a 10-letter word. If you can find 12 words of five letters or more, your eyes are as sharp as your vocabulary.



### 60 SPELLING BEEHIVE

Here's our list of words of at least five letters. You may have found others.

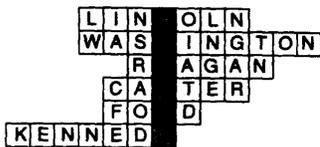
- 5 letters: foils, folio, honey, lofty, often, olive, phone, silos, solve, sonar, tenet
- 6 letters: folios, phoney, soften, velvet, violet, vision
- 8 letters: earphone, elephant
- 9 letters: telephone
- 10 letters: television

## Presidential Dessert

Unscramble the name of each United States president below and write it in the boxes following the letters. When you're finished, read down the shaded column to find the name of a dessert.

N I L L C O N	<input type="text"/>
S N O W H A I G T N	<input type="text"/>
A E R A G N	<input type="text"/>
R A C R T E	<input type="text"/>
D R F O	<input type="text"/>
E N E K N Y D	<input type="text"/>
L P K O	<input type="text"/>
N X N O I	<input type="text"/>
D L V L C E E A N	<input type="text"/>

### 60 PRESIDENTIAL DESSERTS



The presidential dessert is cherry pie.



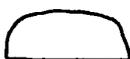
## HAPPY BIRTHDAY, U.S.A.!

Cub Scouts and leaders take turns and draw parts of the picture and say their lines.

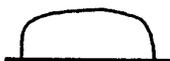
**MATERIALS:** large poster or paper, crayon or marking pen.

**HELPFUL HINT:** Draw the finished picture lightly in pencil. The participants can see where to draw their lines but the audience won't be able to.

1. Happy Birthday, U.S.A.!  
I will bake a cake today.



2. I'll put it on a special plate,  
So that we can celebrate.



3. This plate will have a pedestal,  
That's shaped just like the Liberty Bell.



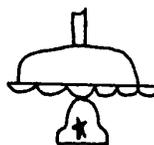
4. With bunting loops along the rim.



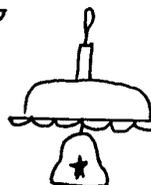
5. And one big star right here for trim.



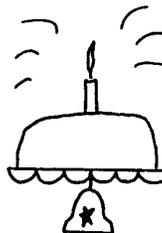
6. One giant candle here, and quick...



7. Let's strike a match and light the wick.



8. "BANG" go the fireworks into the sky,  
On this special birthday,  
The Fourth of July.



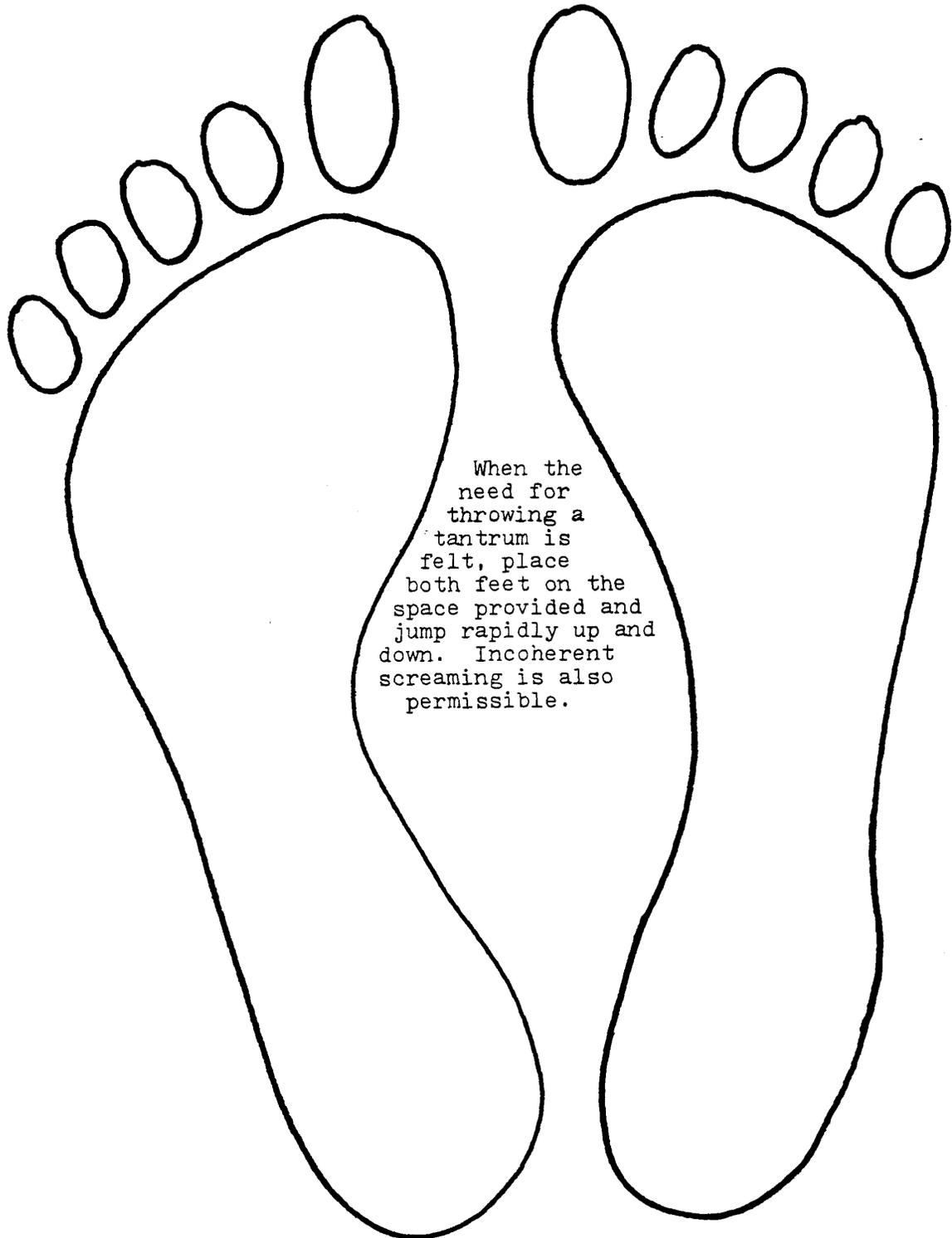
**NOTE:** This skit could be adapted to another theme, or it could become an opening ceremony for a pack's birthday celebration. Use your imagination and it could become an advancement ceremony.

15

This skit is from *Chalk in Hand--Collection of Draw & Tell Stories Book*, by Phloom.



## THE OFFICIAL CUB SCOUT LEADER TANTRUM MAT





# Internet Resources

# Blackhawk Area Council



## Sailing The Seven (Internet)Seas

*A Landlubber's guide to Scouting on the net - Avast, ye lubbers!  
The Internet Scouting adventure of a lifetime sets sail now!!  
Here be the Treasure Sites, each loaded with Gold for Cub Scouters!*

### **Introduction**

There is no better way to make Cub Scouting fun for BOTH leaders and boys than by running a great program incorporating the following elements:

- Games
- Skits/Jokes/Stunts
- Crafts
- Ceremonies
- Information
- Food



The problem is coming up with fresh ideas, things the boys can complete without getting bored or stymied, things that are informative yet fun, and things that promote the overall ideals of Cub Scouting. Sources for these elements are many: Books, other Leaders, TV, and... The INTERNET!!

When your humble instructor was pressed into service as a Cubmaster, after the panic subsided he turned to his faithful cabin-boy, Jeeves (as in Ask Jeeves, <http://www.ask.com>) for assistance in getting up to speed quickly. Jeeves, being a gentleman's gentleman and not a Scouter, provided him with some 16 million web pages on Scouting-related topics. The list that follows is several years' worth of trial-and-error, "sailing around the horn" many times in search of useful stuff (Jewels and GOLD!), by many Scouters.

### **JEWELS**

There are several jewels that every Pirate yearns for. Diamonds, Emeralds, Pearls, etc. So, too, dear fellow Scouter, with our Internet Treasure quest.

There are several "must visit" ports-of-call out there that you should put into your sea-chest right away. These are the "biggies" in my book:

The Virtual Cub Scout Leaders Handbook contains all the latest "official" program information, as interpreted by a private individual. This is where to go to get the BSA Cub Scout requirements for everything: <http://www.geocities.com/cybercubber>

The United States Scouting Service Project ([ussp.org](http://ussp.org)) is a portal to many scouting-related sites, It has a sub-site for Cub Scouters ([Cubmaster.org](http://Cubmaster.org)) that each leader SHOULD visit at least once a month. There are some direct links to it below.

Another Scouting portal site is Scouter.com . This site is a list of links to various topics in scouting for leaders of all types: Boy Scouts, Girl Scouts, etc.

### **Duty Roster**

Communication among leaders, and to the Pack family as a whole is tantamount to success. As we've all learned, there are several ways of accomplishing this: Interminable Announcements at Pack and Den meetings, Newsletters, Flyers, etc. Now, in the wired age, we have Discussion Lists and Web Pages.

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Internet Discussion Lists are email lists that allow members to email a question or answer to a single address that then gets forwarded to all members. This is a fantastic way of getting ideas, answering questions, interpreting regulations, just getting support in general. Yahoo Groups (Yahogroups.com) has an entire category devoted to scouting, in which you can pick a group to join based on your interests or affiliations. Cub-Scout-Talk is a list I've found to be particularly useful. It is at:

<http://groups.yahoo.com/group/Cub-Scout-Talk>

In fact, many of the websites I am about to introduce you to were referred by members of this list, and I must credit them for much of the content.

You can also start your own groups in Yahoo, to keep in touch with your leaders, as I do, or to send electronic updates to parents. This can minimize the phone calling.

Many sites offer free web pages. Often, your Chartering Organization will have one, and let you post information. Or your Town. The commercial sites, such as GeoCities.com give you space in return for a banner ad at the top or bottom of your page. The guideline here is to keep names and telephone numbers off the web page, while imparting information. The BSA Website has guidelines for unit web pages.

**GOLD!!!** The websites below are just SOME of the ones out there that have caught my eye, or the eye of other leaders. Please feel free to use these as a Starting Point in your Internet Adventure!

## Leader Helps:

<http://www.scouting.org/> - Boy Scouts Of America

<http://www.scouting.org/nav/about.html> - This is a better site for navigating BSA, includes a search engine

<http://www.powwow-online.net>

<http://www.pack1377.com/resources/resource.html> - Tons of links

<http://www.cubmaster.org/> - Links for leaders too, not just Cub Masters

<http://www.wtsmith.com/rt.html>

<http://members.tripod.com/~toveza/> - Scoutopaedia

<http://krwdesign.com/cubroundtable/index.html> - Terrie's Roundtable Resources

<http://www.usscouts.org/> - Links to many other Scouting sites

[http://usscouts.org/profbvr/cub\\_activities/start.html](http://usscouts.org/profbvr/cub_activities/start.html)

<http://www.macscouter.com>

<http://www.cubscout.net/>

<http://www.emf.net/~troop24/reqs/knots.html> - BSA Adult Knots

<http://www.scouts.com/>

<http://www.arkie.net/scouting/> - Scouting The Net

<http://www.arkie.net/~pow-wow/internet.htm> - Scouting and the Internet

<http://www.creighton.edu/~bsteph/pack114/library/freepgs.html> - Free Web Pages for Scouts

<http://clipart.usscouts.org/software.asp> - Scout Software Scout-L:

<http://iss.westhost.com/kb/> Scout-L Archives:

<http://listserv.tcu.edu/archives/scouts-l.html>

<http://www.geocities.com/cybercubber/> - Virtual Cub Leader's Handbook

<http://www.topsitelists.com/start/alinder/topsites.html> - Top 100 Scouting Sites

<http://www.cub-roundtable.com/> - Cub Scout Round Table - dedicated to training issues for Cub Scout Packs

<http://pack276.home.att.net/> - Cub Pack 276!

<http://www.scouting.org/cubscouts/faststart/> - Cub Scout

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## **Leader Fast Start**

<http://usscouts.org/usscouts/bbugle.asp> - Baloo's Bugle

<http://www.cubmaster.org/> - Resources for Cub Masters and Cub Leaders

<http://www.cubroundtable.com/0201%20February%20Links.html> - Scouting Around the World

<http://www.worldscouting.org/> - World Scouting

<http://www.crwflags.com/fotw/flags/us.html> - American Flag Site

<http://www.scoutingway.com/> - The Scouting Way - Inspirational stories about Scouts, sign up for their newsletter

<http://www.scouting.org/mags/scouting/index.html> - Scouting Magazine

<http://scouts.com/http://www.scouting.org/nav/volunteers.html>

<http://www.scouting.org/mags/scouting/0109/d-news.html>

## **Clip Art:**

<http://www.arkie.net/scouting/Resources/Clipart/> - CubScout Clip Art

<http://clipart.usscouts.org/>

<http://www.macscouter.com/Clipart/index.html>

<http://www.geocities.com/~pack215/graphic-index.html>

<http://www.globalserve.net/~codyak/BSAClipart.htm>

<http://www.scoutbase.org.uk/library/clipart/index.htm>

## **Tiger:**

<http://www.geocities.com/~pack215/tiger.html> - The new Tiger Program

<http://www.powwow-online.net/program/tigers/index.htm>

<http://usscouts.org/advance/cubscout/Tiger.html>

[http://usscouts.org/advance/cubscout/tiger\\_electives.html](http://usscouts.org/advance/cubscout/tiger_electives.html)

<http://usscouts.org/advance/cubscout/cstiger.html>

<http://www.bsa-ciec.org/scoutprgrm/tigers.html>

<http://www.goldenspread.org/tigprog.html>

<http://www.jewishscouting.org/lit/hol-prog.html>

<http://www.creighton.edu/~bsteph/pack114/library/tiger/>

<http://kylescouts.freesevers.com/tiger.htm>

## **Bobcat:**

<http://www.geocities.com/~pack215/bobcat.html>

<http://www.usscouts.org/advance/cubscout/bobcat.html>

## **Wolf:**

<http://www.geocities.com/~pack215/wolf.html>

<http://www.usscouts.org/advance/cubscout/wolf.html>

<http://www.usscouts.org/advance/cubscout/wolfarrow.html> - Wolf Arrow Points

<http://www.atlantic.net/~lfaust/pack303/wolf.html>

<http://pages.prodigy.com/pack835/wolf.htm>

<http://kylescouts.freesevers.com/wolf.htm>

## **Bear:**

<http://www.geocities.com/~pack215/bear.html>

<http://www.usscouts.org/advance/cubscout/bear.html>

<http://muskegon.k12.mi.us/library/bears.htm>

<http://kylescouts.freesevers.com/bear.htm>

<http://www.usscouts.org/advance/cubscout/beararrow.html> - Bear Arrow Points

[http://pack771.ocbsa.org/Bear/cub\\_beararrow.htm](http://pack771.ocbsa.org/Bear/cub_beararrow.htm) - More on Bear Arrow Points

# Blackhawk Area Council



## Webelos:

<http://www.arkie.net/~pow-wow/webelos1.htm>  
<http://www.geocities.com/~pack215/webelos.html>  
<http://www.powwow-online.net/program/webelos/index.htm>  
<http://www.wtsmith.com/rt/webactbadge/webelos.html>  
<http://www.usscouts.org/advance/cubscout/webelos.html>  
<http://www.usscouts.org/advance/cubscout/webbadges.html>  
<http://kylescouts.freesevers.com/webelos.htm>

## Arrow of Light:

<http://www.geocities.com/~pack215/arrow-of-light.html>  
<http://www.usscouts.org/advance/cubscout/arrowoflight.html>  
[http://www.pack525.org/arrow\\_of\\_light.html](http://www.pack525.org/arrow_of_light.html)  
<http://home.g-net.net/~medler/AoLAward.html>  
<http://my.dmci.net/~dmanchester/AOL01.htm> - Arrow of Light Ceremonies  
<http://www.polarcub.com/bsa13/aol.htm>

## Religious Emblems:

<http://www.emf.net/~troop24/reqs/religious.html>  
<http://www.isd.net/stobin/document/cubrelem.html>  
<http://usscouts.org/advance/cubscout/religious.html>  
<http://www.isd.net/stobin/document/cubrelem.html>

## Pinewood Derby:

<http://www.nwsc.org/cubscout/cspine.shtml>  
<http://www.arkie.net/scouting/pinewood/> - Plans for Pinewood Derby Stand  
<http://www.geocities.com/~pack215/pinewood.html>  
<http://www.arkie.net/scouting/Derbys/>  
<http://members.aol.com/StandCmr/pwdesign.html>  
<http://members.aol.com/randywoo/pine/>  
[http://members.aol.com/StandCmr/lbw\\_apl.html](http://members.aol.com/StandCmr/lbw_apl.html)  
<http://www.isd.net/srtobin/CubScout/Pinewood.html>  
<http://www.scouts.com/pinecar/building/index.htm>  
<http://www.pinewoodderbytrack.com/> Track: Piantedosi Oar Company -  
<http://www.microwizard.com> - Timer: Microwizard  
<http://www.derbymaster.com/derbymaster/index.html> - Race Management  
Software: Derbymaster

National Jamboree: (Note: National Jamborees are held every 4years. The next one is scheduled for July 25 - August 3, 2005, Fort A.P. Hill, VA)

<http://www.scouting.org/nav/about.html>  
<http://www.jambo2001.org/>  
<http://www.bsa.scouting.org/jamboree/index.html>

## Ceremonies:

<http://www.powwowonline.net/pizzazz/ceremonies/index.htm>  
<http://www.macscouter.com/Ceremony/index.html>  
<http://www.wtsmith.com/rt/ceremonies.html>  
<http://my.dmci.net/~dmanchester/Ceronymenu.htm>  
<http://www.isd.net/srtobin/d-ceremony.html>  
<http://www.isd.net/stobin/Ceremonies/cub-aol.html>

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## Camping

<http://www.wintercamp.com/>

<http://www.geocities.com/~pack215/cubcamping.html>

<http://www.wtsmith.com/rt/camping.html>

<http://www.scoutcamp.org/>

## Fund Raising

<http://www.tinsations.com/> - Mints in tins

<http://hometown.aol.com/tskatebear/home.html> - Service Project and Fund Raising Ideas for Girl Scouts and Boy Scouts

<http://www.gertrudehawkchocolates.com/fundraising.asp?idref=&ckref=> -

Gertrude Hawk Candy

<http://www.3jfundraising.com/> - 3-J Fundraising (Hershey candy, etc)

<http://www.fundraising-ideas.org/> - Fundraising Ideas (This is a GREAT site!)

## Service Projects

<http://www.usaweekend.com/diffday/index.html> - Every 4th Saturday in October is "Make a Difference Day".

<http://www.colorasmile.org/> - Color A Smile collects crayon drawings from school children. Every month these "masterpieces" are mailed to people all over the country. Recipients include senior citizens, people who are sick, people who have been in accidents, people who just need a smile!

<http://www.stjudesranch.org/Content/cardprogram.shtml> - Recycle Holiday Cards

<http://www.makeachildsmile.org/> - Make A Child Smile - This is a great service project idea. Send a card to a kid with a life threatening illness

<http://www.kidscare.org/kidscare/index.htm> - A great source of service project ideas!

<http://www.crochetmamashouse.com/html/2762438/pineridge.htm> - Help out Pineridge Reservation in South Dakota

<http://hometown.aol.com/tskatebear/home.html> - Service Project and Fund

Raising Ideas for Girl Scouts and Boy Scouts

<http://www.servicetoamerica.org> - Service Projects at National Parks

<http://www.projectlinus.org/> - Project Linus

<http://www.drlaura.com/foundation/> - Find out about the My Stuff project for children in crisis

<http://www.nwf.org/habitats/backyard/news/press/tree.cfm> - Decorate a tree for the animals

<http://www.volunteermatch.org/> - Find out who needs volunteers in your area

## Crafts & Activities

<http://www.sossi.org/badges/badges.htm> - Scouts on Stamps Society International - Helps those interested in collecting stamps figure out what scout badges they can apply this hobby to.

<http://www.makingfriends.com> - Craft ideas for scouts, etc.

<http://www.chadiscrafts.com/fun/siteindex.html> - Eileen's Favorite Camp

## Crafts

<http://www.crafttown.com/> - Free craft patterns, projects and tutorials

<http://www.freekidscrafts.com/index.htm>

<http://www.kidsdomain.com/craft/scout.html> - Crafts for Girl Scouts & Boy Scouts

<http://www.chadiscrafts.com/fun/crown.html>

<http://www.kidskreate.com/> - Easy Crafts

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<http://craftsforkids.about.com/>

<http://www.homeschoolzone.com/craft/> - An index of craft ideas

<http://www.melborponsti.com/crafts/index.shtml> - Just Craft Recipes - If you need the recipe for slime, cinnamon dough, face paints, bubble solution, etc. this is the place to find it!

<http://www.sunshinecrafts.com/net/index.html> - Sunshine Discount Crafts

<http://www.oriental.com> - Oriental Trading Co has lots of inexpensive craft kits

<http://seedsofknowledge.com/treehouse.htm> - Old fashioned crafts and activities

<http://www.makestuff.com> - Craft ideas, etc.

<http://www.geocities.com/suebee277/stamp/projects/proj7.html> - Paper Making Made Easy:

<http://www.geocities.com/sixsparks/crafts.htm> - Great crafts, including how to make a fake fire!

<http://www.kid-at-art.com/> - Creative ways to recycle by making art

<http://www.roxio.com/en/support/discs/recyclecds.html> - Recycle CDs

[http://dmoz.org/Kids\\_and\\_Teens/Sports\\_and\\_Hobbies/Crafts/Using\\_Recycling/](http://dmoz.org/Kids_and_Teens/Sports_and_Hobbies/Crafts/Using_Recycling/)

<http://www.daniellesplace.com/html/trash2.html>

<http://craftsforkids.about.com/library/bltrashtr.htm> - Trash to Treasures

<http://www.EnchantedLearning.com/Home.html> - This is a wonderful site for educational crafts & activities!

<http://www.makit.com> - Classroom Art Projects

[http://www.accessart.org.uk/online\\_workshops.html](http://www.accessart.org.uk/online_workshops.html) - Online Art Workshops

<http://www.grmuseum.org/funstuff/acrobat/fun-acrobat.htm> - make an 1890's tumbling acrobat toy!

<http://www.simplifun.com/> - Party Themes

<http://www.cakeworkscentral.com/Cookie-Cutters/cookiecutterideas.htm> - 218 ways to use a cookie cutter

<http://beadiecritters.hosting4less.com/beadnewwelcome.htm>

## American Flag/Patriotic Crafts:

<http://beadiecritters.hosting4less.com/patternpages/beadusflag.htm>

<http://beadiecritters.hosting4less.com/patternpages/beadminiflag.htm>

<http://members.nbci.com/XMCM/gstroop245/pins/>

<http://data.joann-mail.com/images/unity.html>

<http://www.makingfriends.com/ponybead/ponyrwb.htm>

[http://www.shana-leigh.com/patriotic\\_exchange.htm](http://www.shana-leigh.com/patriotic_exchange.htm)

<http://www.geocities.com/cwedd2000/adultswaps.html>

<http://www.geocities.com/cwedd2000/girlswaps.html>

<http://www.geocities.com/cwedd2000/adultcrafts.html>

<http://craftsforkids.about.com/library/color/xcoloramflag1.htm>

<http://kidexchange.about.com/library/weekly/aa091401a.htm>

<http://desktoppub.about.com/library/weekly/blstars.htm>

<http://craftsforkids.about.com/qi/dynamic/offsite.htm?site=http://www.dltk%2Dkids.com/usa/musacandle.html>

<http://craftsforkids.about.com/qi/dynamic/offsite.htm?site=http://www.dltk%2Dkids.com/world/munitywreath.htm>

<http://www.shrinkydinks.com/pages/template.htm> - All American Shrinky Dink Patterns

<http://www.makingfriends.com/Patriotic.htm>

<http://www.childfun.com/themes/fourth.shtml>

<http://www.kidsdomain.com/holiday/july4/index.html>

[http://www.kidsdomain.com/kids/links/Salute\\_to\\_Veterans.html](http://www.kidsdomain.com/kids/links/Salute_to_Veterans.html)

<http://www.billybear4kids.com/holidays/july4/fun.htm>

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<http://crafterscommunity.com/kids/holiday/independence.html>  
<http://www.enchantedlearning.com/crafts/july4/>

## Science:

<http://www.freeweb.pdq.net/headstrong/egg.htm> - Stupid Egg Tricks  
<http://spacekids.hq.nasa.gov/2003/home.htm> - Send your name to Mars!  
<http://www.funology.com/> - The Science of Having Fun!Tons of awesome stuff to explore! Jokes, games, magic tricks, trivia, recipes and more!  
<http://www.krampf.com/> - Science Education - Sign up for the Experiment of the Week!  
<http://www.ktca.org/newtons/> - Newton's Apple  
<http://nyelabs.kcts.org/> - Bill Nye the Science Guy  
<http://www.madscience.org/> - Mad Science  
<http://www.letstalkscience.uwo.ca> - Let's Talk Science  
<http://yucky.kids.discovery.com/> - Yucky Science  
<http://www.totacc.com/user/jornada/kathyo.htm> - Math & Science Links  
<http://www.dc.infi.net/~bvandyke/nature.html> - Nature and Science Activities for Young Children  
<http://www.bridginggap.org/> - Bridging the Gap science activities  
[http://www.exploratorium.edu/science\\_explorer/index.html](http://www.exploratorium.edu/science_explorer/index.html) - The Science Explorer  
<http://www.ajkids.com/> - Ask Jeeves Kids  
<http://www.scienceadventures.org/> - Links to Science Centers all over the US  
<http://www.naturely.com/archives.htm> - Great Science ideas organized as by age appropriateness  
[http://www.exploratorium.edu/science\\_explorer/index.html](http://www.exploratorium.edu/science_explorer/index.html) - More great science ideas

## Tie Slides:

<http://www.etowahcreek.com/slides.htm>  
<http://members.tripod.com/~cubclub/>  
<http://www.e-scoutcraft.com/index.html>  
<http://perdita.lcs.psu.edu/BSA/woggle.htm>  
<http://hometown.aol.com/qfire/myhomepage/Page11.html>

## Coloring Pages:

<http://moviemaniac.topcities.com/US/States/> - US State Coloring Pages  
<http://www.enchantedlearning.com/usa/flags/> - Flag coloring pages & info  
<http://www.coloring-page.com/>  
<http://www.niehs.nih.gov/kids/color.htm>  
<http://www.preschoolcoloringbook.com/color/cpcircus.shtml>  
<http://coloringbookfun.com/>  
<http://www.surfnetkids.com/games/circus-cb.htm>

## Skits & Participation Stories:

<http://www.powwow-online.net/pizzazz/skits/index.htm>  
<http://www.geocities.com/Yosemite/1081/audience/audpart.htm> - Audience Participation Stories  
<http://www.macscouter.com/Skits/index.html>

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## Songs:

<http://www.powwow-online.net/pizzazz/songs/index.htm>  
[http://www.geocities.com/Heartland/Village/1187/collection/a\\_hallowsongs.html](http://www.geocities.com/Heartland/Village/1187/collection/a_hallowsongs.html)  
<http://cac.psu.edu/~jxm181/songs.html> - Scout Song Book

## Games:

<http://www.powwow-online.net/pizzazz/games/index.htm>  
<http://www.macscouter.com/Games/index.html>  
<http://www.edinburgh-scout.org.uk/games/>  
<http://www.hufsoft.com/bsa51/scoutlaw.html> - Scout Law Computer Game  
<http://www.creighton.edu/~bsteph/pack114/funpages/index.html> - Pack 114's Cub Scout Fun Pages

<http://www.gameskidsplay.net/> - Games Kids Play  
<http://puzzlemaker.school.discovery.com/index.html> - Puzzlemaker - Create and print customized word search, crossword and math puzzles using your word lists  
<http://www.colorstudy.com/static/ianb/toys/wordscramble/> - make your own word scramble  
<http://www.geocities.com/gsgreenneck/coopgames.html> - Cooperative Games  
<http://youthpastor.com/games/> - An index of over 300 games  
<http://people.ne.mediaone.net/coy/LinksLibrary.html#Games> - Village Links

## Library Games

<http://www.geocities.com/EnchantedForest/Glade/6694/> - Minor Games  
<http://www.balloonhq.com/faq/games.html> - Balloon Games  
<http://www.redcross.ca/english/youthzone/youthzone.html> - Canadian Red Cross Youth Zone - includes stories, games and activities

## Getting to Know You - Games:

<http://k-6educatorsca.about.com/library/blback.htm>  
<http://adulthood.about.com/library/blicebreaker1.htm>  
<http://www.msue.msu.edu/msue/cyf/youth/icebreak.html>  
<http://www.topten.org/content/tt.AU20.htm>  
[http://www.education-world.com/a\\_lesson/lesson074.shtml](http://www.education-world.com/a_lesson/lesson074.shtml)

## Recipes & Cooking:

<http://www.recipesource.com> - Recipes from the US as well as several different countries and ethnic groups, camping recipes, pet treats, gift basket idea and health care recipes.

## Looking for Cookie In A Jar Recipes? Check these out!

<http://www.geocities.com/giftsinajar/index.htm>  
<http://cookierecipe.allrecipes.com/directory/571.asp>  
<http://members.aol.com/stephndon/cookie.htm>  
<http://members.tripod.com/MaryMae/jarlinks.htm>  
<http://craftsforkids.about.com/library/weekly/aa122099a.htm>  
<http://www.holidayorganizer.com/gifts/giftsjar/links.html>

## Outdoor Cooking:

<http://www.geocities.com/Yosemite/5307/toc.html>  
<http://www.geocities.com/blainenay/cooking.htm>  
<http://www.geocities.com/Heartland/Acres/6690/recipes.htm>  
<http://www.fabulousfoods.com/campers/campers.html>  
<http://solarcooking.org/> - Solar Cooking Archive  
<http://www.scoutinglinks.com/campfire>

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<http://www.geocities.com/yosemite/5307/toc>  
<http://www.macscouter.com/Cooking/index.html>  
<http://www.childrensrecipes.com/> - Cooking with Kids

## Boy Scouts:

<http://www.scouting.org/> - Boy Scouts Of America  
<http://kylescouts.freesevers.com/boys.htm>  
<http://www.scoutmaster.org/>

## Patches, Products & Supplies

<http://www.mothers-pride.com/> - Mother's Pin Ribbons  
<http://hometown.aol.com/tatankascouts/index.html> - Ceremonial Arrows  
<http://www.voicenet.com/~edmelo/patches.html> - Links to Patch Companies  
<http://www.gopatch.com/> - Sunshine Patch & Emblem  
<http://www.design-it.com> - Design It Patch Catalog  
<http://www.patchworkdesigns.net> - Patchworks  
<http://www.patchandpin.com/index.htm> - Custom Patches  
<http://www.swww.com/> - S&S Worldwide Crafts & Supplies  
<http://www.oriental.com> - Oriental Trading - Lots of craft kits  
<http://www.enterpriseart.com/> - Enterprise Art  
<http://www.greyowlcrafts.com/> - Authentic Native American Crafts and Merchandise.  
<http://www.craftykids.com/> - Crafty Kids Kits  
<http://modena.intergate.ca/mortonworks/> - Craft and hobby supplies and kits!  
<http://www.bolekscrafts.com/> -Discount craft supplies to anyone wanting to save money on craft supplies purchases.  
<http://www.curtinimprint.com/> - Custom Screen Printing & Embroidery  
<http://www.scoutbay.com/> - The Scouting Auction Site  
<http://thepennypincher.bigstep.com/catalog.html> - The Penny Pincher's Collection  
<http://www.voluncheer.com/r-f.php> - Volunteer Gifts  
<http://modena.intergate.ca/mortonworks/> - Craft & Hobby Supplies  
<http://www.Tandyleather.com/> - Tandy Leather Company  
[http://catalog.craftsetc.com/browseGroup.cfm?item\\_group\\_id=29260](http://catalog.craftsetc.com/browseGroup.cfm?item_group_id=29260)  
<http://www.bjcraftsupplies.com/>  
<http://www.bolekscrafts.com/>  
<http://www.bi-imports.com/catalog.htm>  
<http://www.sunshinecrafts.com/net/index.html>  
<http://www.craftcatalog.com/>  
<http://www.factorydirectcraft.com/>

## Holidays:

### Fall

<http://www.kidsdomain.com/holiday/fall/index.html>

### Halloween

<http://www.pastrywiz.com/cakes/halloween.htm> - Halloween cake decorating ideas  
[http://www.rats2u.com/halloween/halloween\\_crafts.htm](http://www.rats2u.com/halloween/halloween_crafts.htm)  
[http://www.rats2u.com/halloween/halloween\\_games.htm](http://www.rats2u.com/halloween/halloween_games.htm)  
[http://www.rats2u.com/halloween/halloween\\_books.htm#songs](http://www.rats2u.com/halloween/halloween_books.htm#songs)  
<http://www.kidsdomain.com/games/hall.html>  
<http://www.makingfriends.com/halloween.htm>

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<http://www.childfun.com/halloween/index.shtml>  
<http://www.kidsdomain.com/holiday/halloween/index.html>  
[http://www.geocities.com/Heartland/Village/1187/collection/a\\_halloweensongs.html](http://www.geocities.com/Heartland/Village/1187/collection/a_halloweensongs.html)  
<http://www.craftown.com/hallow.htm>  
<http://seedsofknowledge.com/halloween.html>  
<http://www.billybear4kids.com/holidays/halowen/halowen.htm>  
<http://www.make-stuff.com/halloween.html>  
<http://crafterscommunity.com/kids/holiday/halloween.html>  
<http://www.enchantedlearning.com/crafts/halloween/>  
<http://www3.sympatico.ca/mgrant/halloween.html>

## Ramadan

<http://www.khound.com/topics/ramadan.htm>

## Thanksgiving

[http://www.freekidscrafts.com/thanksgiving\\_crafts.htm](http://www.freekidscrafts.com/thanksgiving_crafts.htm)  
<http://www.makingfriends.com/Thanksgiving.htm>  
<http://craftsforkids.about.com/>  
<http://www.childfun.com/themes/thanks.shtml>  
<http://www.kidsdomain.com/holiday/thanks/index.html>  
<http://www.kidsdomain.com/craft/Thanks.html>  
<http://www.kidsdomain.com/craft/Thanks2.html>  
<http://www.dltk-kids.com/crafts/thanksgiving/>  
<http://www.makestuff.com/thanksgiving.html>  
<http://www.homeschoolzone.com/pp/turkyday.htm>  
<http://www.billybear4kids.com/holidays/thanksgiving/crafts.htm>  
<http://family.go.com/crafts/season/feature/famf118easythanks/famf118easythanks.html>  
<http://www.crafterscommunity.com/kids/holiday/thanksgiving.html?childfun>  
<http://www.enchantedlearning.com/crafts/thanksgiving/>  
<http://www.20ishparents.com/holiday/thanksgiving/index.shtml>

## Winter

<http://www.kidsdomain.com/holiday/winter/index.html>  
<http://www.enchantedlearning.com/crafts/winter/>  
[http://kaydee.virtualave.net/season/winter/winter\\_crafts.html](http://kaydee.virtualave.net/season/winter/winter_crafts.html)  
[http://www.religioustolerance.org/winter\\_solstice.htm](http://www.religioustolerance.org/winter_solstice.htm) - This site gives a brief overview of MANY different Winter holidays around the world and throughout history:  
[http://www.hummingbirded.com/winter\\_penguins.html](http://www.hummingbirded.com/winter_penguins.html)  
[http://www.education-world.com/a\\_curr/curr108.shtml?uniq=3301](http://www.education-world.com/a_curr/curr108.shtml?uniq=3301)

## Hanukkah

[http://www.makingfriends.com/jewish\\_crafts.htm](http://www.makingfriends.com/jewish_crafts.htm)  
<http://www.chadisrafts.com/fun/jewishresources.html>  
<http://www.childfun.com/themes/han.shtml>  
<http://www.kidsdomain.com/holiday/chanukah/index.html>  
<http://www.dltk-kids.com/world/jewish/index.htm>  
<http://www.billybear4kids.com/holidays/hanukkah/hanukkah.htm>  
<http://crafterscommunity.com/kids/holiday/hanukah.html>  
<http://www.kidsdomain.com/holiday/chanukah/about.html>  
<http://www.kidsdomain.com/craft/dreidelpop2.html>  
<http://www.rainmall.com/hanukkah/dreidel.htm>

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<http://family.go.com/crafts/buildmodel/craft/davidring/>  
<http://www.theideabox.com/special.nsf/hanukkah.html>

## Kwanzaa

[http://www.makingfriends.com/kwanzaa\\_crafts.htm](http://www.makingfriends.com/kwanzaa_crafts.htm)  
<http://www.childfun.com/themes/kwanzaa.shtml>  
<http://www.kidsdomain.com/holiday/kwanzaa/index.html>  
<http://www.billybear4kids.com/holidays/kwanzaa/kwanzaa.htm>  
<http://www.childfun.com/themes/kwanzaa.shtml>  
<http://www.holidays.net/kwanzaa/>  
<http://www.kathyross.com/kwanzaaproj.html>  
<http://www.kidsdomain.com/craft/mancala.html>  
<http://members.dca.net/areid/oware.htm>  
<http://www.cstone.net/~bry-back/holidayfun/matt.html>  
<http://www.kidsdomain.com/craft/mkeka.html>  
<http://family.go.com/crafts/season/craft/kwanzabead/>  
<http://www.theideabox.com/special.nsf/kwanzaa.html>

## DIWALI - A HOLIDAY FROM INDIA & HINDU CULTURE

About the Holiday, includes stories:

[http://members.tripod.com/~jennifer\\_polan/diwali.html](http://members.tripod.com/~jennifer_polan/diwali.html)

About Diwali: <http://www.gujaratworld.com/art/fairsandfestivals1.htm>

About Rangoli designs and some examples:

<http://www.geocities.com/Heartland/Woods/9843/rangoli.html>

Making a Rangoli - a few sites:

<http://www.web-holidays.com/diwali/rangoli.htm>

<http://www.koolindians.com/partyideas/rangoli.php3>

Color a Rangoli online -

<http://www.mitclassifieds.com/kidzplanet/rangoli.htm>

Rangoli as a community project:

<http://www.cwn.org.uk/tourism/coventry-and-warks-promotions/2000/12/001218-rangoli.htm>

## Christmas

[http://primary\\_art.tripod.com/103\\_christmas.htm](http://primary_art.tripod.com/103_christmas.htm) - 103 Christmas Ideas

[http://www.makestuff.com/doily\\_angels.html](http://www.makestuff.com/doily_angels.html)

<http://dollmakersjourney.com/origami/>

<http://www.tammyyee.com/origamiangel.html>

<http://christmas-santa.tripod.com/crafts.html>

<http://family.go.com/crafts/cutpaste/craft/xmascrew/xmascrew.html>

<http://silentnight.web.za/> - 150 translations of Silent Night

[http://www.makingfriends.com/xmas\\_crafts.htm](http://www.makingfriends.com/xmas_crafts.htm)

<http://www.childfun.com/christmas/index.shtml>

<http://www.kidsdomain.com/holiday/xmas/index.html>

<http://www.craftown.com/xmas.htm>

<http://www.billybear4kids.com/holidays/christmas/christms.htm>

<http://www.make-stuff.com/christmas.html>

<http://crafterscommunity.com/kids/holiday/christmas.html>

<http://www.enchantedlearning.com/crafts/christmas/>

<http://www.night.net/christmas/poems12.html-ssi> - Christmas poems

<http://deckernet.com/shed/xmas.htm> - Christmas Links

<http://www.virtualquincy.com/quincy/holiday/xmas.html> - More Christmas Links

<http://familycrafts.about.com/library/projects/blpinecangel1.htm>

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<http://www.birthdaypartyideas.com/html/christmas.html>  
<http://www.busybee.ns.ca/patterns/santaorn.htm> - Santa Lightbulb Ornament  
<http://familycrafts.about.com/cs/santaprojects/> - Santa Projects  
<http://www.santa-at-home.com/> - Santa at home  
<http://hometown.aol.com/funology1/christmas.htm>  
<http://icandream.com/crafts/b/ornament/index.shtml> - beaded ornaments  
<http://www.theideabox.com/special.nsf/christmas.html>  
<http://www.itssanta.com/recipes.htm> - Recipes  
<http://www.billybear4kids.com/holidays/christmas/puzzles/wp-xmas.htm>  
[http://www.make-stuff.com/glass\\_ornaments.html](http://www.make-stuff.com/glass_ornaments.html)  
<http://www.siec.k12.in.us/west/proj/claus/index.html>  
<http://www3.sympatico.ca/mgrant/season5.html>  
<http://www3.sympatico.ca/mgrant/season1.html>  
<http://palletmastersworkshop.com/card11.html>

## New Year's

[http://www.makingfriends.com/newsyeareseve\\_crafts.htm](http://www.makingfriends.com/newsyeareseve_crafts.htm)  
<http://www.kidsdomain.com/holiday/newyear/index.html>  
<http://www.dltk-kids.com/crafts/newyear/index.html>  
<http://www.billybear4kids.com/holidays/newyears/fun.htm>  
<http://crafterscommunity.com/kids/holiday/newyear.html>  
<http://www.enchantedlearning.com/crafts/newyear/>  
<http://www.web-holidays.com/newyear/index.htm>

## Valentine's Day

<http://www.makingfriends.com/valentine.htm>  
<http://www.childfun.com/valentine/index.shtml>  
<http://www.kidsdomain.com/holiday/val/index.html>  
<http://www.craftown.com/val.htm>  
<http://www.billybear4kids.com/holidays/valentin/fun.htm>  
<http://www.make-stuff.com/valentine.html>  
<http://crafterscommunity.com/kids/holiday/valentine.html>  
<http://www.enchantedlearning.com/crafts/valentine/>

## St. Patrick's Day

<http://www.makingfriends.com/stpats.htm>  
<http://www.childfun.com/themes/pat.shtml>  
<http://www.kidsdomain.com/holiday/patrick/index.html>  
<http://www.billybear4kids.com/holidays/stpatty/fun.htm>  
<http://crafterscommunity.com/kids/holiday/patrick.html>  
<http://www.enchantedlearning.com/crafts/stpatrick/>

## Easter

<http://www.makingfriends.com/easter.htm>  
<http://childfun.com/easter/>  
<http://www.kidsdomain.com/holiday/easter/index.html>  
<http://www.craftown.com/easter.htm>  
<http://www.billybear4kids.com/holidays/easter/fun.htm>  
<http://crafterscommunity.com/kids/holiday/easter.html>  
<http://www.enchantedlearning.com/crafts/easter/>

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## Earth Day

<http://www.makingfriends.com/earthday.htm>  
<http://www.childfun.com/themes/earth.shtml>  
<http://www.kidsdomain.com/holiday/earthday/index.html>  
<http://www.kidsdomain.com/holiday/easter/index.html>  
<http://www.dltk-kids.com/crafts/earth.html>  
<http://www.billybear4kids.com/holidays/earthday/fun.htm>  
<http://www.enchantedlearning.com/crafts/earthday/>  
<http://www.enchantedlearning.com/crafts/arborday/>

## Mother's Day

<http://www.makingfriends.com/mothers%20day%20gifts.htm>  
<http://www.childfun.com/themes/mom.shtml>  
<http://www.kidsdomain.com/holiday/mom/index.html>  
<http://www.billybear4kids.com/holidays/mother/mom.htm>  
[http://www.make-stuff.com/mothers\\_day.html](http://www.make-stuff.com/mothers_day.html)  
<http://crafterscommunity.com/kids/holiday/mother.html>  
<http://www.enchantedlearning.com/crafts/mothersday/>

## Father's Day

<http://www.makingfriends.com/dad.htm>  
<http://www.childfun.com/themes/dad.shtml>  
<http://www.kidsdomain.com/holiday/dad/index.html>  
<http://www.billybear4kids.com/holidays/father/dad.htm>  
<http://crafterscommunity.com/kids/holiday/father.html>  
<http://www.enchantedlearning.com/crafts/fathersday/>

## Miscellaneous Cool Stuff:

<http://www3.sympatico.ca/mgrant/detour5.htm> - Survival Kits  
<http://www.creativeheart.com/kits/kits.html> - Creative Hearts Survival Kits  
<http://www3.sympatico.ca/mgrant/detour5.htm> - Survival Kits  
<http://www.simonsays.com/kids/> - Simon Says Kids  
<http://sln.fi.edu/> - Franklin Institute Online  
<http://bonus.com/> - The Super Site for Kids  
<http://www.nabluebirdsociety.org/>  
<http://www.epa.gov/kids/>  
<http://www.hurricanedistrict.org/pioneering.htm>  
<http://www.usgs.gov/education/> - Here is a new, rich resource from the US Geological Survey (USGS). The Learning Web provides online lesson plans, activities, tutorials (some downloadable and printable in .pdf), and links to references dealing with interdisciplinary studies of natural science.

Source- Central NJ Council Pow Wow 2002



# Leather Craft



## Leather Working

By David &  
Lisa Dunaway

Leather working is a fun hobby that can follow boys into adulthood. They can start with simple projects such as key



chains, coasters, book markers, tie slides, and wristbands and work their way up to belts, wallets or larger projects. Some craft stores are now selling basic leather working supplies. A variety of kits are also available through the scout office.

### Basic Terms:

*Flesh side of leather* - Rough side of the leather.

*Grain side of leather* - Smooth side of the leather.

*Casing* - Preparing the leather for tooling by dampening it.

*Carving* - Cutting a pattern on the leather with a swivel knife.

*Stamping / Tooling* - Using decorative tools to create a pattern on the leather.

### Basic Tools:

Sponge

Plastic or glass bowl (clean)

Wood or leather mallet

Stamping tools

Leather finish

Soft cloth

Lacing, heavy thread, rivets or snaps as required for assembly

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## Here are some basic instructions for working with leather:

- 1) Prepare the leather:
  - Case the leather by moistening it with water using a damp sponge, starting from the flesh side, letting it soak to the grain side.
  - Leather should be evenly damp when tooling. If some areas begin to dry while tooling, re-dampen areas with the sponge.
- 2) Tool the leather:
  - Use a hard surface as a base such as a piece of marble or hardwood.
  - Tool the leather in desired pattern using mallet and stamping tools.
  - Use caution to hold the tools firmly to keep the patterns from 'walking'.
  - Shape the leather if desired.
- 3) Finish the Leather:
  - Let leather dry completely before applying finish.
  - Apply finish in a circular motion to work into design.
  - Let finish coat dry completely before adding additional coats.
- 4) Assembly:
  - Riveting  
Attach rivets using rivet set.
  - Sewing  
Use heavy upholstery thread, leather lacing, plastic lacing, or sinew, depending on application. The most common stitches are running stitch, whip stitch and double cordovan.

## Instructional Sources:

2001 Pow Wow Book from Blackhawk Area Council

Boy Scout merit badge books

Leader Books

Look for books at your local Library

## Supplies:

Supplies can be purchased from various sources:

Local craft stores: WR Crafts, Hobby Lobby, Michael's carry a small selection.

Scout Trading Post and catalog

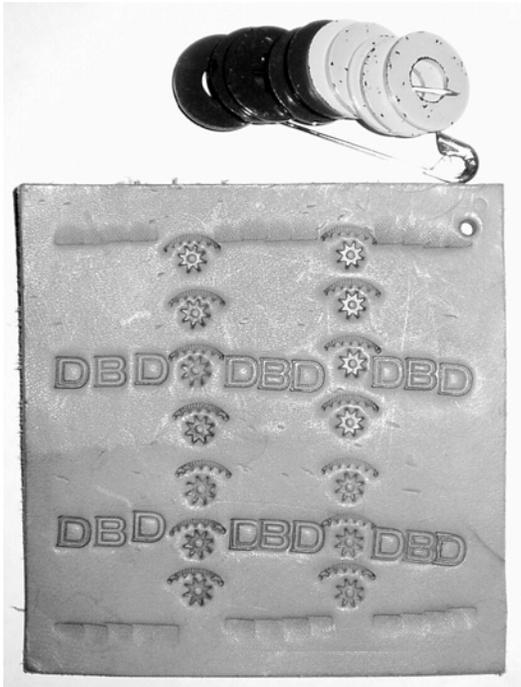
Tandy Leather      [www.tandyleather.com](http://www.tandyleather.com)      1-888-890-1611

Springfield Leather      [www.springfieldleather.com](http://www.springfieldleather.com)      1-800-668-8518

Leather Factory      [www.leatherfactory.com](http://www.leatherfactory.com)      1-800-433-3201



## Patterns:



### Portable Tic Tac Toe Game

Materials needed:

Leather squares - we used 4"x4" to allow for 3D stamps

Markers - we used washers, painted 2 colors

Large pin or hinged ring

- Tool the leather in a tic tac toe pattern. The boxes can be decorated, but be sure the lines for the game remain clear. Seal finish the project.
- Punch a hole in one corner to hold the pin or ring for the game markers, (washers or pony beads).

### Leather Dream Catcher

Materials needed:

Leather - large 'rounder' - round precut

Leather or Plastic lacing (leather looks best)

Beads - pony or other decorative

Small Feathers

- Tool the leather rounder in desired pattern. Seal finish the rounder.
- Punch a hole centered at the top to hang the dream catcher.
- Punch 2 to 4 holes symmetrically across the bottom to hold the leather lace thongs.
- Cut a 1 foot piece of lacing for each bottom hole. Fold piece in half. Put folded end in hole and pull loose ends through the loop. Pull snug against leather.



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- Decorate lacing with beads and feathers. Tips of feathers may be glued inside of beads that are also glued to the lacing.

## Collectors Pouch / Coin Holder

Materials needed:

Leather - 2 large 'rounders' - round precuts

Leather - strap about 3/4" x 2"

Snap

Plastic lacing or heavy thread or sinew

- Flatten one edge of one rounder by cutting about 1" off with straight edge.
- Punch holes (4-6 in a square) at each end of strap to attach for belt loop.
- Punch matching holes in full rounder, lining the strap up with the bottom of the rounder, flesh side of strap to grain side of rounder.
- Place rounders flesh sides together. Punch holes through both layers around outside edge for sewing.
- Tool the cut rounder and the top edge of the full rounder, which will be the top flap of the pouch. Finish seal the leather.
- Attach snap to cut rounder (front) and flap.
- Attach the belt strap to the full rounder.
- Sew or lace panels together.

## Water Bottle Belt Case / Holder

Materials needed:

Leather

Rivets or heavy thread

Water Bottle

Cut Leather:

- Measure diameter, circumference and height of your favorite water bottle.
- Cut a piece of leather 1 1/2 time the diameter of your bottle by the height of your bottle. This will be the back of your holder. Slightly round corners.
- Cut 2 strips of leather 1-1/2 " by the circumference of your bottle. These will be straps A and B.
- Optional: For belt loop option 2, cut strip of leather 1" x 3", adjusting length as necessary for width of belt. This is strap C.



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## Attachment Options:

Pieces may be attached to each other using rivets, or by pre-punching small holes and sewing with a heavy thread, waxed thread, or sinew.

## Belt loop styles:

### Option 1:

Cut 2 vertical slits in upper half of back piece. These need to be long enough for belt to be slid through and about 1" apart, centered. Be sure to leave enough room above slits to keep the leather from tearing when worn. This should be done before the tooling step.

### Option 2:

After tooling leather, attach short strip of leather (strap C) to back piece of holder, flesh sides together. Position in upper half of back. This is done after the tooling and sealing step.

## Assembly:

- Tool leather as desired. When tooling is complete, finish with standard leather sealer.
- Attach belt loop strap (strap C) if you chose belt loop option 2.
- Center strap A against the bottom of back piece, flesh sides together, overlapping about 1". Attach.
- Position strap B on each side of back piece, 1/2 to 2/3 the height of the bottle from the bottom. Again, flesh sides together, overlapping about 1".
- Position bottom strap (A) behind side strap (B) at center point, using the bottle as gauge for exact length. Remove excess of strap A.

Additional sealing may be desired to prevent damage from condensation. Seal all sides of leather pieces thoroughly with 'Camp Dry' or similar product for leather. Follow label directions. Multiple applications may be necessary.



# Leave No Trace

# Blackhawk Area Council

## Notes



# Blackhawk Area Council



## Leave No Trace Frontcountry Guidelines

*The following is the text of a new publication, #13-032. While it specifically refers to Cub Scouts, the principles apply to everyone.*

As more people use parks and recreation facilities, **Leave No Trace®** guidelines become even more important to outdoor visitors.

Leave No Trace is a plan that helps people to be more concerned about their environment and to help them protect it for future generations. Leave No Trace applies in a backyard or local park (frontcountry) as much as it does in the wilderness (backcountry).

We should practice Leave No Trace in our attitude and actions—wherever we go. Understanding nature strengthens our respect toward the environment. One person with thoughtless behavior or one shortcut on a trail can spoil the outdoor experience for others.

Help protect the environment by remembering that while you are there, you are a visitor. When you visit the outdoors, take special care of the area. Leave everything just as you find it.

Hiking and camping without a trace are signs of a considerate outdoorsman who cares for the environment. Travel lightly on the land.

### **Six Leave No Trace Guidelines for Cub Scouts Plan Ahead**

Watch for hazards and follow all the rules of the park or outdoor facility. Remember proper clothing, sunscreen, hats, first aid kits, and plenty of drinking water. Use the buddy system. Make sure you carry your family's name, phone number, and address.

#### **Stick to Trails**

Stay on marked trails whenever possible. Short-cutting trails causes the soil to wear away or to be packed, which eventually kills trees and other vegetation. Trampled wildflowers and vegetation take years to recover. Stick to trails!

#### **Manage Your Pet**

Managing your pet will keep people, dogs, livestock, and wildlife from feeling threatened. Make sure your pet is on a leash or controlled at all times. Do not let your pet approach or chase wildlife. When animals are chased or disturbed, they change eating patterns and use more energy that may result in poor health or death.

Take care of your pet's waste. Take a small shovel or scoop and a pick-up bag to pick up your pet's waste—wherever it's left. Place the waste bags in a trash can for disposal.

#### **Leave What You Find**

When visiting any outdoor area, try to leave it the same as you find it. The less impact we each make, the longer we will enjoy what we have. Even picking flowers denies others the opportunity to see them and reduces seeds, which means fewer plants next year.

Use established restrooms. Graffiti and vandalism have no place anywhere, and they spoil the experience for others. Leave your mark by doing an approved conservation project.

#### **Respect Other Visitors**

Expect to meet other visitors. Be courteous and make room for others. Control your speed when biking or running. Pass with care and let others know before you pass. Avoid disturbing others by making noise or playing loud music.

Respect "No Trespassing" signs. If property boundaries are unclear, do not enter the area.

#### **Trash Your Trash**

Make sure all trash is put in a bag or trash receptacle. Trash is unsightly and ruins everyone's outdoor experience. Your trash can kill wildlife. Even materials such as orange peels, apple cores, and food scraps take years to break down and may attract unwanted pests that could become a problem.

# Blackhawk Area Council



## Cub Scouting's Leave No Trace Awareness Award

### Tiger Cub, Cub Scout, Webelos Scout

1. Discuss with your leader or parent or guardian the importance of the Leave No Trace frontcountry guidelines.
2. On three separate outings, practice the frontcountry guidelines of Leave No Trace.
3. Boys in a Tiger Cub den complete the activities for Achievement 5, Let's Go Outdoors; boys in a Wolf den complete Requirement 7, Your Living World; boys in a Bear den complete Requirement 12, Family Outdoor Adventures; boys in a Webelos den earn the Out-doorsman activity badge.
4. Participate in a Leave No Trace-related service project.
5. Promise to practice the Leave No Trace frontcountry guidelines by signing the Cub Scout Leave No Trace Pledge.
6. Draw a poster to illustrate the Leave No Trace frontcountry guidelines and display it at a pack meeting

1. Discuss with your den's Cub Scouts or your pack's leaders the importance of Leave No Trace frontcountry guidelines.
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6. Assist at least three boys in earning Cub Scouting's Leave No Trace Awareness Award.

### Cub Scout Leader

Patches (catalog number 08797) will be available through the council trading post in mid-October 2002.

### Want to Do More? Take the Pledge!

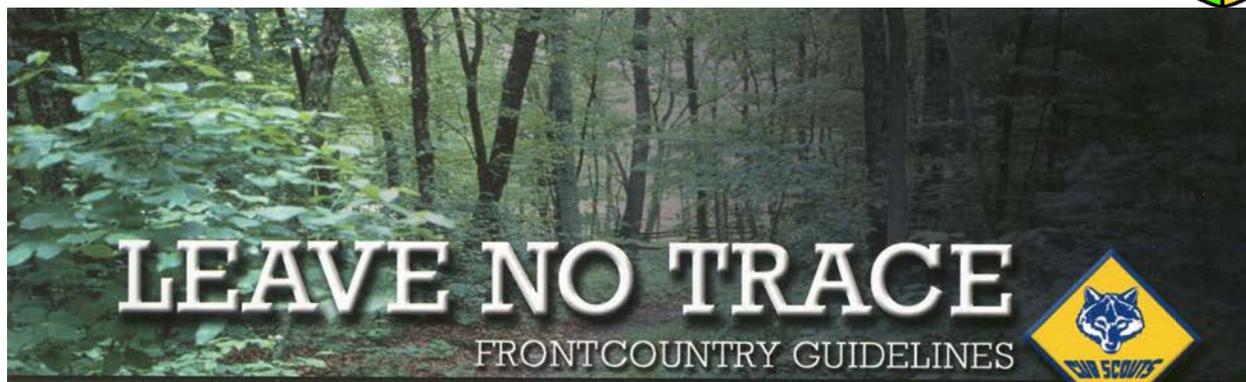
You can take the pledge to practice the Leave No Trace frontcountry guidelines wherever you go. Just review the guidelines once more and sign the pledge. Carry it with you as a reminder of your promise.

#### Cub Scout Leave No Trace Pledge

I promise to practice the Leave No Trace frontcountry guidelines wherever I go.

1. Plan ahead
2. Stick to trails
3. Manage your pet
4. Leave what you find
5. Respect other visitors
6. Trash your trash

Signed \_\_\_\_\_



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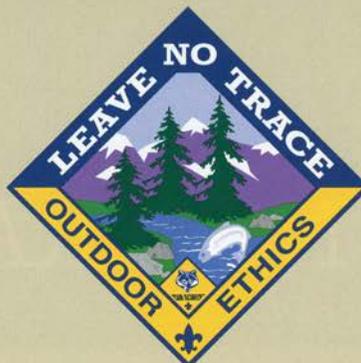
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**CUB SCOUT**  
**Leave No Trace Pledge**

I promise to practice the Leave No Trace frontcountry guidelines wherever I go:

<ol style="list-style-type: none"> <li>1. Plan ahead.</li> <li>2. Stick to trails.</li> <li>3. Manage your pet.</li> </ol>	<ol style="list-style-type: none"> <li>4. Leave what you find.</li> <li>5. Respect other visitors.</li> <li>6. Trash your trash.</li> </ol>
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Signed: \_\_\_\_\_



# Magic & Puzzles



## A Sweet Trick

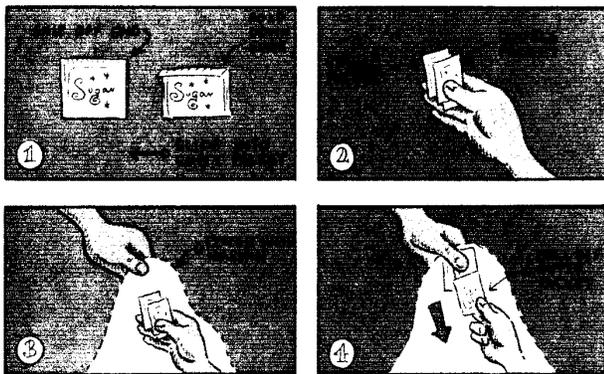
**Materials:** Three packets of sugar (the kind you find in restaurants), and a napkin or handkerchief, scissors.

**Preparation:** Take one packet and carefully snip one of the short ends all the way across, being careful not to cut your fingers. Empty the sugar into sugar bowl so you don't waste any. Then fold the long glued edge of one of the other packets over and slide it into the empty packet (picture 1).

**The trick:** tell your audience that they should watch very carefully and that you will tell them exactly what you weren't doing. Hold the packets of sugar (the double packet you've just made with the open and facing down, and a single, regular packet in one hand (picture 2).

Tell your audience that you have two packets of sugar and an ordinary paper napkin or handkerchief. Hand the napkin or handkerchief to a volunteer to look over then use it to cover up the packets (picture 3). (Hold them tightly through the napkin/handkerchief so the cover packet doesn't fall off.)

Explain how you are taking one of the packets from under the napkin and putting it in your pocket, but tell them it's just a trick. Both packets are still under the napkin! As you say this, reach under the napkin and pull off the outer packet of the double packet (picture 4). Show that packet to your audience, but quickly put it into your pocket so that no one can see that it is empty. Now all you have to do is lift the napkin and presto, two packets are still there. Just unfold the glued edge of the inside packet before you pass the sugar round.



## The Wacky Knot

Tying a knot is easy, but there's how *not* to tie a knot!

Use a cord or rope (even a handkerchief) and both hands, hold the rope in a **U**-shape. Bring the left side under the right. Hold the rope with your left hand (picture 1).

Now twist the **B** end ender and through the loop, exactly as shown in picture 2.

Pull this end to the right with your right hand. Don't let go with your left hand fingers (picture 3). It will look as if the knot vanishes as you pull it tight, but the trick is, there never was a real knot!

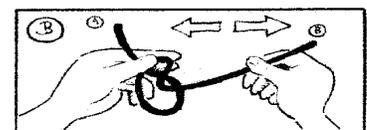
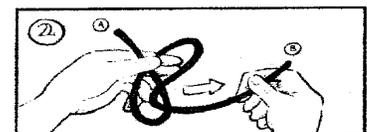
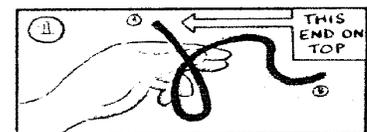
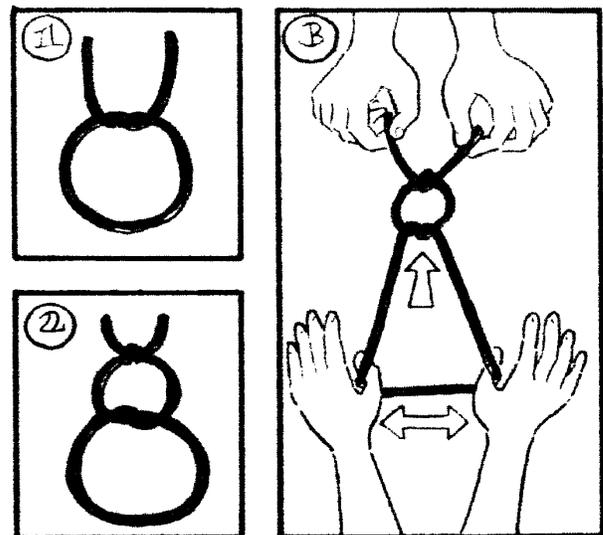
## The Knot That's Not

**Materials:** Rope or string about 2 feet long

**Preparation:** None

**The trick:** Have a volunteer tie a very loose knot (picture 1). To make sure there's plenty of moral left at the ends. This few volunteers to one tie the knot while you hold the ends. Of course, it can be done!

Tell your audience that you will try to untie the knot. And to make sure you can cheat, you'll tie the ends together. Make three or four tight knots near the ends. You have what looks like two connected circles of string/rope (picture 2). Now have your volunteer hold the ends of the string/rope behind his or her back while facing the audience or cover the knots with a handkerchief. This next part is secret, so the let anyone see which of doing. To make the loose knot that your volunteer tied disappears, hold your thumbs into the loose bottom knot and move them apart (picture 3). This will pull the knot up tight against the other knots, where it will not be noticed. When your volunteer brings the string/rope to the front again, the knot will be gone.



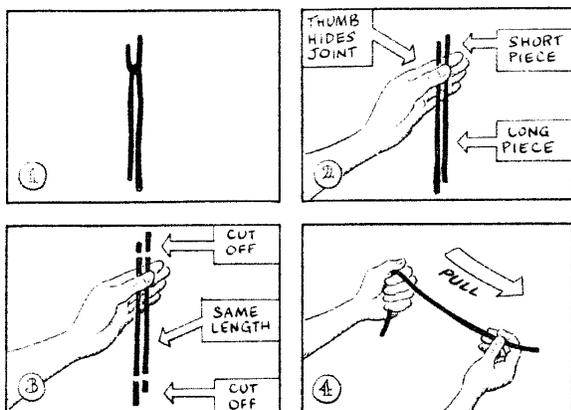


## Two To One

Materials: string, scissors

Preparation: Loop a short piece of string into a long one (picture 1). Have scissors ready.

The trick: hold the string as shown (picture 2), with your thumb hiding the place where they meet. Tell your audience you are holding two pieces of string. From what they can see, they will think you are holding two strings - side by side, approximately the same length. Say to your audience that to make this trip work, bolstering smiles the exactly the same land. Have a volunteer catch the pieces of string that you will cut off. Cut the lower ends of the string to even them out. Then cut the top ends right near your fingers leaving only a very short piece hidden in your hand (picture 3). Be careful not to cut your fingers! Tell your audience that when the two pieces of string are exactly even, the ends will magically melt together. Pull the long string through your fingers with your other hand (picture 4). It's in one piece! Give the string to your volunteered to examine and take the cut pieces from your volunteer's hand adding them to the short piece in your hand. You your audience will never know what happened!



## Sneaky Coin Vanish

How would you like to make a coin vanish from under your friends' noses—without *any* trickery? You can! Just ask a friend to act as your secret helper. Your helper will pretend to be a regular member of the audience.

TO DO THE TRICK: Place a coin or any small object under a napkin or handkerchief. Say that you will make it vanish. To convince everyone that it's really there, you will let members of your audience reach under the handkerchief and feel it.

Let two or three friends feel the coin while you hold it in the handkerchief, as shown. Then let your helper reach under and feel. Your helper agrees the coin is really there, as everyone else did. But then your helper secretly *removes* the coin and keeps it hidden in his or her hand.

Do not change your grip on the handkerchief. Pretend the coin is still there. Roll up the handkerchief and place it on a table. Wave your arms above it, maybe say a few magic words, and let someone pick up the handkerchief. The coin really has vanished! And only you and your helper know how!



## Easy Come, Easy Go

Materials: A coin

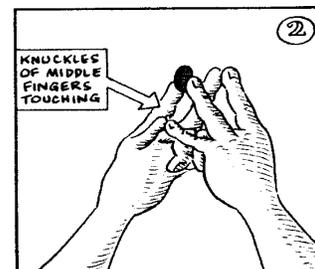
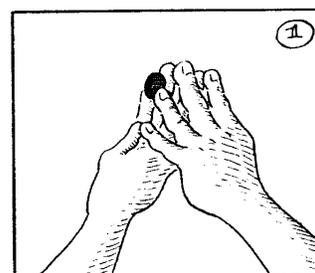
The trick: Have a volunteer come up and tell him that you can hypnotize anyone into refusing money - even when you offer it.

Have your volunteer place all their fingertips together, demonstrating the position shown (picture 1). Place a coin between your volunteer's fourth fingers and ask your volunteer to drop it. Of course, this is easy to do.

But tell your volunteer to put their fingers back in the same position, and I'll put the coin between your fourth fingers again. But this time bend the middle fingers down, and keep the knuckles touching at all times (picture 2).

Say that you will slowly count to five: while you do, your volunteer should try to drop the point. If the coin drops, your volunteer can keep it!

Make some magical motions and pretend to hypnotize your volunteer. Then start counting. Your volunteer will not be able to drop the coin, and the coin won't go anywhere - except back in your pocket when this trick is all over!



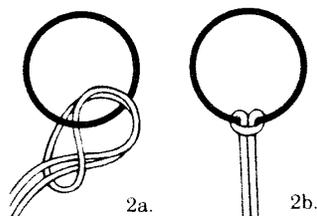


## Ring Leader

Materials: 1 - 30-34" piece of cord/thin rope; 1 - 1" ring (you could use a real ring) and your neckerchief or a handkerchief.

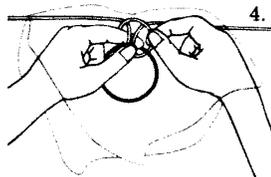
1. Show the audience the rope and ring and say something like, "Notice there are no openings in the rope or in the ring."

2. Fold the rope in half, forming a loop. Thread the loop through the ring, then bring the two ends back through the loop as shown (2a). Tighten the loop until it forms a snug knot around the ring (2b).

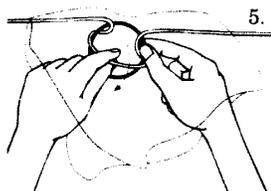


3. Ask for a volunteer. Have the volunteer grasp one rope end in each hand (or get two volunteers having each hold an end) and pull them apart to show that the knot is tight.

4. As the volunteer(s) holds the rope ends, place a handkerchief (or your neckerchief) over the ring, make up a story like: "Using my special powers, I will cause the ring to eat through the rope without any damage". Reach under the handkerchief with both hands and begin loosening the knot. (You ask your volunteer(s) for slack if necessary.) Act as though you're having a difficult time.



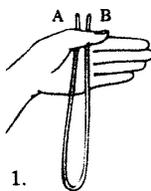
5. After a few seconds, say, "Rope let go!" Pull the loop down the sides and over the bottom of the rings as shown. The ring will slide off the rope and into your hand. Hold the ring up for the audience to see



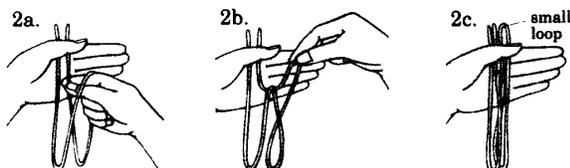
## Cutting It Close

Materials: 1 - piece of string 24-36" and a pair of scissors.

1. Hold the ends of the rope in your left hand. This will create a large loop with two ends, A and B.

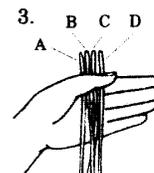


2. Reach through the loop from behind with your right hand and grasp B about three inches from the top (2a). Pull B back through the loop so it forms a small loop (2b). A larger loop

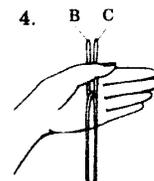


will form at the bottom.

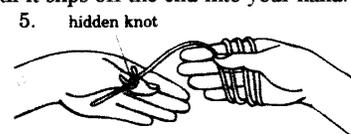
3. Cut the small loop with the scissors, creating four ends at the top - A, B, C, and D. Hint: Your sting should look like it does in illustration 2C before cutting.



4. With your right hand, pull D out and drop it, saying, "Here's the first half." Do the same with A, saying, "And here's the second half." You now appear to be holding two long string halves.



5. Ask a volunteer to tie B and C in a knot and show the string to the audience. "Now to repair the rope." Begin winding either A or D around your right hand. When you get to the knot, cover it with your left hand and secretly slide it along the rope until it slips off the end into your hand. Casually drop the knot into your pocket as you smile and wave the restored rope around for the audience to see!

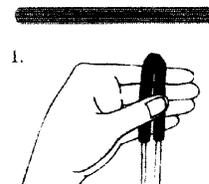


## Double Trouble

Materials: straw, 12" piece of string and scissors

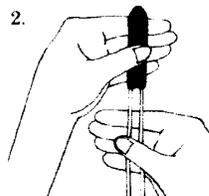
Preparation: Cut a 2" slit in center of a straw. Place a string inside the straw.

2" (5 cm)

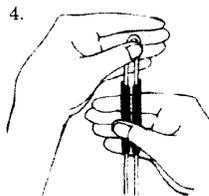


1. Show audience string and straw. Pull string back and forth to show that it is one piece. With the slit facing down, fold the straw in half.

2. Place your left hand at the top of the straw to shield the next move from the audience. Pull both ends of the string with your right hand, causing the rope to come down through the slit. From your view the straw and rope form an "A", but the audience sees only the bent straw.



3. Announce that you are going to cut through the string and the straw. With the scissors, cut through the straw at the top where it bends, but not through the string.



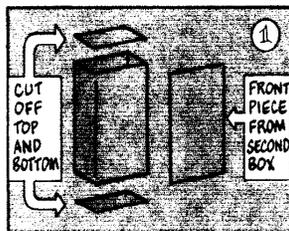
4. Grasp the cut section with your left hand so the audience cannot see the string. Slowly remove the two straw pieces by pulling them down off the string.

5. Continue to hold the string in your left hand. Wave your right hand over it and say something like "Rope of two become like new!" Let one end of the rope fall out and then the other, so the audience can see the restored string.

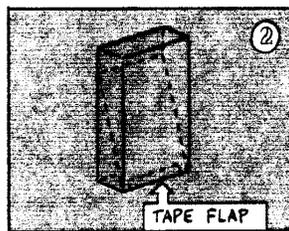


## The Magic Box

**TO MAKE THE BOX:** You will need two large, empty cereal boxes—both the same size. Carefully cut off the top and bottom flaps from *both* boxes. Then cut off the front from one of them (picture 1).

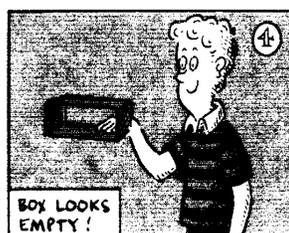
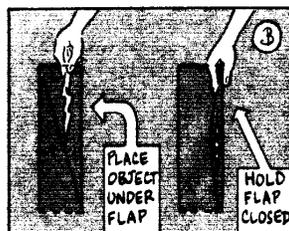


Using a transparent tape that's not too shiny, tape the front piece you cut from one box to the inside of the other box; the tape should make a hinge on the bottom. The inside piece becomes a flap that can swing easily back and forth inside the box (picture 2).



Now, if you like, decorate the box.

**TO DO THE TRICK:** Put any flat object under the flap—paper napkins, a handkerchief, a long piece of string, a necklace, pencils, or anything else you can think of (picture 3). By holding the top of the flap closed, you can show everyone that the bottomless box is empty (picture 4). You can even stick your hand through it! But when you set the box on a table, the flap will open so that you can take out whatever is inside it.

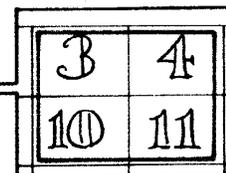
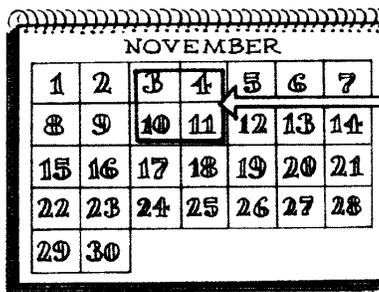


You can also make things vanish by doing the trick in reverse. Drop things into the box, then say some magic words and show everyone that the box is empty!

## Calendar Trickery

Materials: calendar, paper, pencils, calculator.

The trick: ask a volunteer to pick out month on the calendar without you seeing it. Then have them draw a square around any four numbers on that month. Have them add up those four numbers and verbally tell you the total. Based on that total, you will be able to tell them which 4 numbers they put the square around.

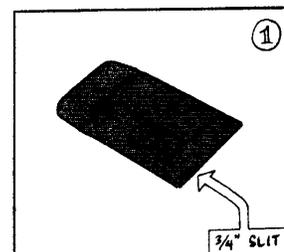


This solution: divide the number you weren't given by four. That is your magic number. The first number in the square will be 4 less than your magic number. The last number will be 4 more than your magic number. When you have the starting number and the last number, the other two are easy; they are 1 more than the smallest and 1 less than the largest.

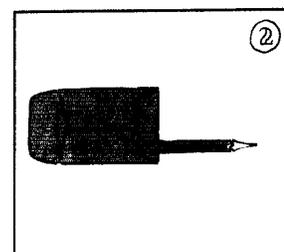
## Where's The Pencil?

Your friends will never believe that a whole pencil can fit inside a little envelope—until they see this trick!

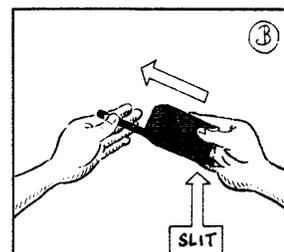
**BEFORE YOU BEGIN:** Make a three-quarter inch slit on the bottom of a small envelope, as shown (picture 1). Handle the scissors carefully when you're making the slit.



Place a long pencil inside so that the point goes through the hole (picture 2). The pencil should *not* have a sharp point.



**TO DO THE TRICK:** Pretend to look for your pencil. Suddenly you remember that you put it in an envelope so you wouldn't lose it. Bring out the envelope but keep the pencil hidden in your palm. Reach into the envelope and slowly pull out the pencil with your other hand, being careful not to let anyone see the tip of the pencil that's poking out from the other end (picture 3).

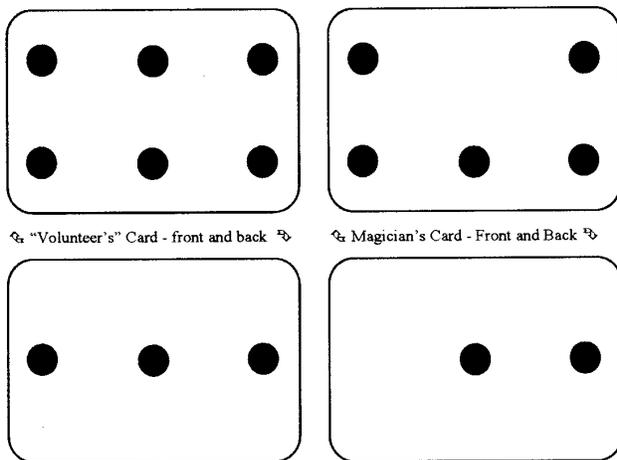


After you've shown the entire pencil, put it back in the envelope—this time it should rest against the solid bottom corner (picture 4). Say that you just can't figure out how this big pencil ever fit into that small envelope! Everyone can see that it's much longer than the envelope!





## Magic Card



Make the cards out of heavy white card stock. A good working size is 4" x 6". Use a marker to put the spots on the front and back as shown above. The "Magic" is all in the way the magician flips or turns the card while hiding/covering up the spots or where there would be a spot. Have a "Volunteer" try to do the same magic with the unaltered card while standing right next to the magician.

## Can You Prick a Balloon Without Popping It?

**Materials:** Several round rubber balloons, a bamboo shish kebab stick. (These sharp sticks are inexpensive and available at grocery and party-supply stores. If you can't find a bamboo shish kebab stick, use a thin metal shish kebab holder, or the thinnest knitting needle you can find.), and a little vegetable oil. Rub some vegetable oil all along the bamboo stick.

Blow up several balloons but do *not* fully inflate them. Tie a knot in the neck of each balloon to keep the air from escaping. (Or you can twist the neck around and tie it tight with a string or twist tie.)

Now take a good look at one balloon. See how the balloon looks darker close to the neck, and then find the spot opposite the neck that looks darker too.

Insert the bamboo stick, pointed end first, into the dark spot close to the balloon's neck. It may help to slowly twist the stick as it is inserted. The stick should be pushed through the empty middle of the balloon and come out through the dark spot opposite the balloon's neck.

### CAUTION:

Be sure the sharp end of the stick is pointed away from you and not aimed at anyone else, in case the balloon pops.

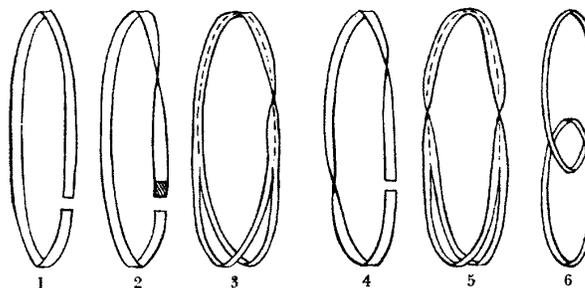
If the balloon does pop, coat the stick with more oil and try again with another balloon. With practice, you will succeed in skewering the balloon without popping it.

## Going In Circles

Cut several strips about 2-3" wide from newspaper (the long way). You want to create strips about 15-18" long. Glue (or tape) the ends of the first strip together to form a ring (figure 1). Make one complete twist with one end of the second strip as in Figure 2 and glue the ends together to form a ring. Then make two complete twists with one end of the third strip as in Figure 4 and glue the ends together to form a ring. If you want, make several of each kind, but keep the separated.

Have two volunteers come up to help you, hand one of the strip 2 and the other strip 3, and give each a pair of scissors. Instruct them to punch a small hole in the center of these three strips and cut them lengthwise with the scissors. You cut strip 1 the same way.

Your strip (1) will form two separate bands. The volunteer with strip 2 will form a ring twice as large as the original (Figure 3). The other volunteer with strip 3 will cut as in Figure 5 and will form two bands linked together (figure 6)



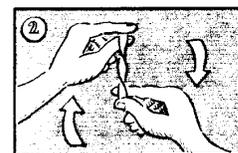
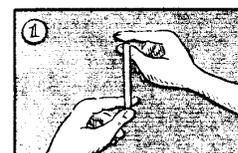
## Surprise Twist

Hold a wide rubber band between the thumb and forefinger of both hands, right hand on top (picture 1).

Reverse the position of each hand without letting go of the band. First bring your right hand down so it's on the same level as your left hand. Now bring your left hand up; the left hand is now on top, the right hand on the bottom (picture 2).

This will put a twist in the band. Change hand positions a few times as you explain to a friend that even though *you* can do it, it is very hard to get the twist out of a rubber band. Of course, your friend sees that you're merely reversing the position of your hands to untwist the rubber band.

Now ask your friend to try. Have your friend take the *twisted* band from you, in the *same* hands that you are holding it (picture 3). The top must be in the *left* hand and the bottom in the *right* hand. To your friend's surprise, the rubber band just won't untwist!

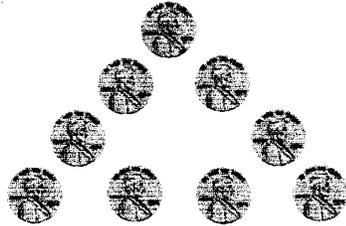




## 3 Rows of Four Puzzle

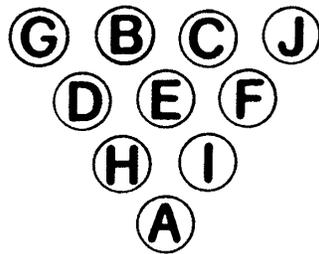
Give each boy 9 pennies and tell them to lay them down in 3 lines of 4 pennies each. (If you want to give them a hint, say it makes a shape.)

Solution:



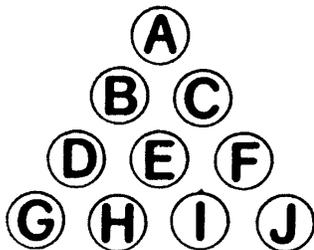
## Triangle Upside Down Puzzle

Give each boy 10 pennies and have them lay them out as shown below.



Challenge them to turn the triangle upside down by only moving 3 pennies.

Solution:



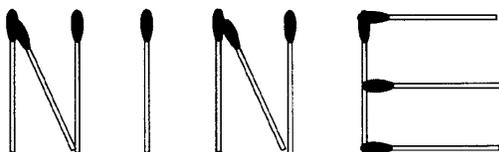
## 6 + 5 = 9 Puzzle

Ask your scouts how much five added to six will make. When you are told eleven, tell them that five matches added to six matches will equal nine.

Start with this layout:



Then add the five matches to create this layout:

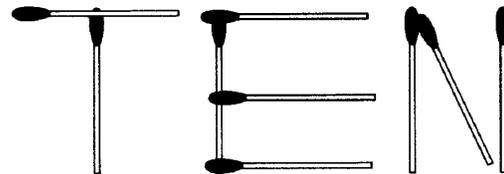


## 4 + 5 = 10 Puzzle

What about when we add five matches to 4 matches? This time start with this layout:

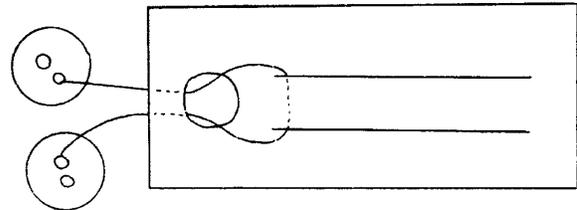


Then add five matches to create this layout:



## Button & Strap Puzzle

Directions: Make two parallel cuts in the center of a strip firm pliable leather, as shown. Fabric-backed vinyl or a sturdy, non-fraying fabric may also be used.



Just below the two parallel cuts, cut a hole the same width. Pass a heavy string under the slit and through the hole, as shown. Fasten buttons or washers to the loose ends of the string. The buttons or washers do not have to be matched sets. **Puzzle:** Remove string and buttons from the leather piece. Do not untie the string. Do not force the buttons through the hole even though they might fit. Do not cut anything.

**Solution:** Bend the leather and draw the narrow strip through the hole. Slip buttons and string off. Put back on the same way.

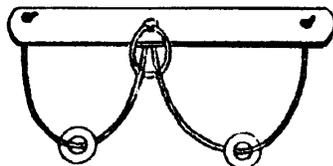
## Magic Knot

Ask your scout "volunteer" to take the ends of a piece of rope (about 3' long), one end in each hand. Ask him to tie a knot in the middle without letting go of the ends of the rope.

Have your scout hold the rope ends out for you to take. Before taking the ends, cross your arms. With arms crossed, take the ends, unfold your arms and the knot is made. You might have to shake the rope off your wrists.



## Yoke Puzzle



We recommend that this puzzle be made from a piece of wood that is six inches long or longer. A piece of wood the size of a paint stir stick is highly recommended

although; you may make the puzzle any size you wish

**Materials:** 1 YOKE, hardwood 1/4" x 1 1/8" x 6 1/4" (make larger if you wish). 1 HARNESS, cotton cord, 1/8" diameter x 25" long, if you enlarge the pattern, you will need a longer cord). 2 RINGS, drapery rings, 1" outside diameter (or larger if you wish).

### Directions:

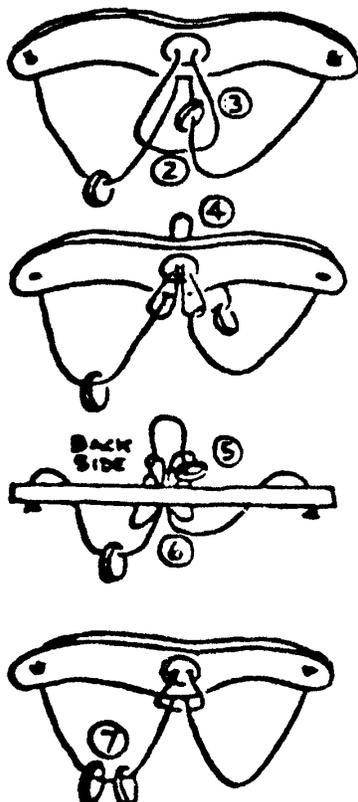
Cut out the wooden yoke, drill the one large hole and the two small holes, and sand smooth. Install the cord (using a larks head knot) with the two rings as shown in the diagram securing the cord by tying an overhand knot at each end.

A straight stick is sufficient for making this puzzle. You may want to use the curved Ox Yoke Puzzle shape shown in the solution.

Use supervision and caution when letting the boys cut the wood and drill the holes; you may want to have this done by an adult ahead of time. The boys could finish the wood by sanding and painting. Each person should put their name or initials on the puzzle.

### Solution:

1. Place yoke so center loop is below, not on top.
2. Pull down center loop a couple of inches.
3. Move right ring up through and back to position shown.
4. Feed entire center loop through center hole and pull all turns through.
5. Feed ring through TWO loops on BACK side of yoke.
6. Pull entire center loop back through center hole.
7. Straighten all loops, and right ring will be on left loop.
8. To return, reverse steps.



## Cup Turning Puzzle

Place three cups on the table, the middle one upright and the other two upside down. The challenge is to flip two cups at a time, and in three turns have all the cups be right side up.

Starting position:



Turn 1  
(turn cups 1 and 2):



Turn 2  
(turn cups 1 and 3):

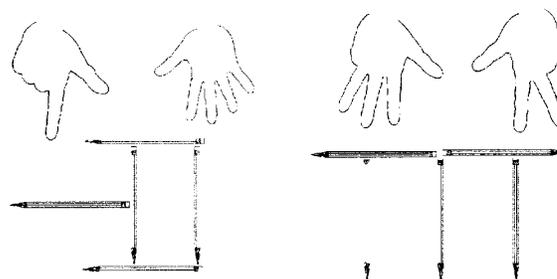


Turn 3  
(turn cups 1 and 2):



## Hands Down Puzzle

People generally see what they want to see or only what is being shown to the. Obtain five of six lengths of any type of matching material such as pencils, dowel rod, or sticks (this could also be done with unlatching materials.) Kneel of the floor or ground, and place the five or six objects on the flat area in front of you so that it looks like a pattern. Any arrangement will do. For example:



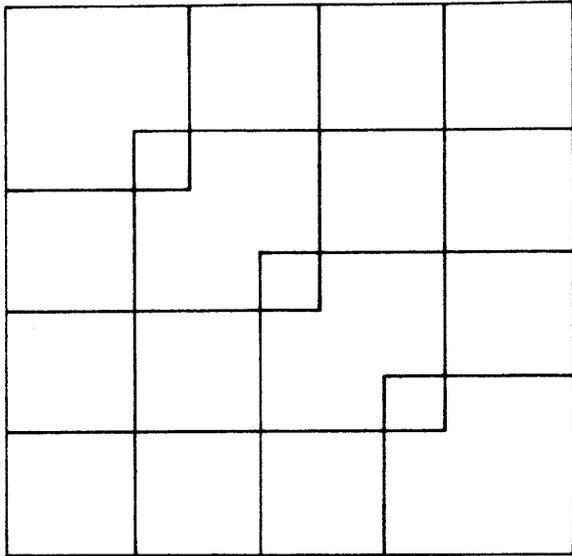
Ask your scouts to indicate the number from one to ten that this arrangement of objects demonstrates. You could even tell them a story such as: this is the way that Indian braves would come back after a hunt and come before the leaders of the tribe to tell them how many buffalo he had killed. But the brave is not allowed to speak to the leaders, as this is a very old ritual and is handled with great respect and extreme seriousness.

Give them several different patterns to see if they can guess the number that you are depicting. They may never catch onto the fact that you are showing them the number with your fingers. Have the appropriate number of fingers extended while resting your hands on your knees or on the ground.



## Square Hunt Puzzle

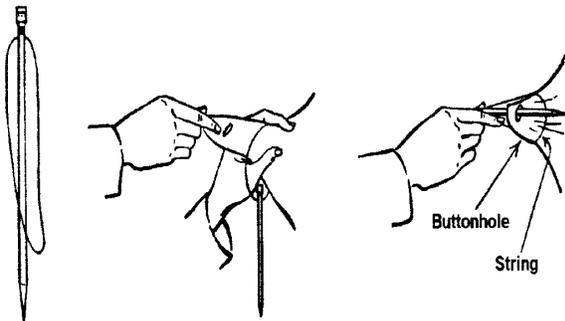
Inside this big square are many smaller squares. How many can you find?



Answer: 27

## Buttonholer Puzzle

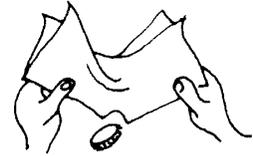
Make a buttonholer from a tongue depressor, craft stick or a pencil with a loop of string through a hole in one end of it. The string must be shorter than the stick. Have boys loop string through the buttonhole in another Cub Scout's shirt pocket. The trick is to remove it without untying string.



To attach the buttonholer to the shirt, pull the pocket flap through the loop of the string until the point of the stick can be inserted in the buttonhole and the string drawn up tight. It is impossible to remove the stick in the usual way, since the string is shorter than the stick. Show boys how they can remove it by pulling the string back over the lapel and withdrawing stick, eye first.

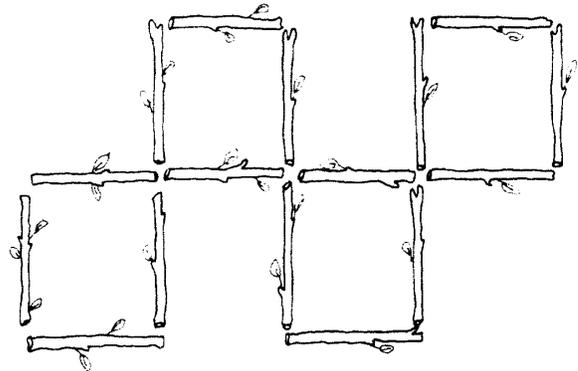
## The Expanding Hole

In the center of a piece of paper, cut a round hole, about the size of a dime. Give this paper and a quarter to someone and ask if he can pass the quarter through the hole without tearing the paper or touching the coin. When he fails, take the paper back. Fold it in half so the fold is across the hole. Have someone slip the quarter in between the folds. Hold the extreme ends of the paper where the fold is. Raise them upward and towards each other. Shake the paper gently and the quarter will slip through the hole.



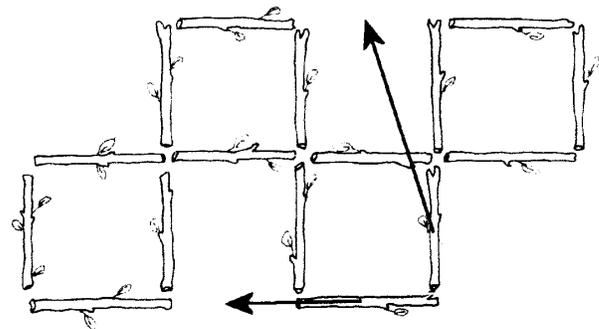
## 5 Squares Puzzle

Set out 16 toothpicks, matches, or sticks on a table so they look like this:



Can you make 5 squares by moving only 2 toothpicks?

Solutions:



## Magic Rules

- Don't tell your friends what is going to happen in the trick – unless you are suppose to as part of the trick.
- Don't do the same trick two times in a row for the same group of people – unless the directions say so.
- Don't let anyone sit off to the side or on the floor during your show, because someone may see how some of your tricks are done.

# Blackhawk Area Council



## Magic Skit

The Magic Kite

CHARACTERS: 6 boys.

PROPS: Ball of string and a kite tail

SETTING: Boy holding a ball of string with t kite tail tied on one end. Five other boys gathered around.

- 1<sup>st</sup> Boy: What's that?  
2<sup>nd</sup> Boy: Don't you know what a kite looks like?  
1<sup>st</sup> Boy: Sure I do, but if that's a kite then it sure won't fly.  
2<sup>nd</sup> Boy: It'll fly, it's magic!  
3<sup>rd</sup> Boy: Kites can't be magic!  
2<sup>nd</sup> Boy: This one is. All I have to do is say "Dad, look at the kite I've made".  
4<sup>th</sup> Boy: Then what!  
2<sup>nd</sup> Boy: He shows me how to make one.  
5<sup>th</sup> Boy: That kite still won't be magic!  
2<sup>nd</sup> Boy: Uh huh! Then he shows me how to fly it.  
6<sup>th</sup> Boy: 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!")

NOTE: If you have more boys in your den, these boys could be just standing with the others or you could add more speaking parts.

## Magic Opening

### Magic Cards:

Each Scout holds up one letter of the word *MAGIC*. Written on it is the corresponding sentence for the Scout to read.

- #1: M Magnificent Cub Scouts  
#2: A Amaze friends and family with  
#3: G Great and mystical  
#4: I Illusions! You will be  
#5: C Captivated! Please stand and join us in the Pledge of Allegiance

OR, with the same five cards:

- #1: M is for the many hours we have practiced.  
#2: A is for our audience – that's you!  
#3: G is for the great time we hope you'll have tonight  
#4: I is for the interesting tricks you will see  
#5: C is for the Cub Scout program where you get to try new things

**Cubmaster:** And that spells *MAGIC*. Magic is the theme for tonight's pack meeting. So sit back, relax, and prepare to be amazed! But first, please stand and join us in the Pledge of Allegiance.

OR, still another ceremony with the same cards

- #1: M Mysterious mystical magicians will perform...  
#2: A Artistic feats of skill...  
#3: G Great tricks of magic...  
#4: I Incredibly before the very eyes of...  
#5: C Cub Scouts and parents alike. Please stand and join us in the Pledge of Allegiance

## Magic Ceremonies

### Magic Awards Advancement Ceremony

*Equipment:* Top Hat, Wolf award attached to cards secretly hidden in hat, Magic Wand, Bear awards attached to cards rolled up, several covered hankies with Webelos awards attached to each one

**Note:** This ceremony may take some practice on the part of the master of ceremonies. He may want to develop some kind of style to act like a magician. Prepare the top hat by laying the Wolf awards inside the hat so they can easily be removed. Roll the Bear awards in the magic wand (paper towel roll) so they can be removed by a shake of the wand. Attach the Webelos awards the colored hankies. Fold them and place them inside a pocket so they will come out one by one.

**Master Of Ceremonies:** Ladies & Gentlemen, tonight the magic has already been performed, but I'll see if I can do one more magic act. The Cub Scouts of Pack \_\_\_ have been working magic on the awards they have earned this past month. They have produced their various awards as if by magic, but in reality have been working very hard to get these awards. If our magic spirit is here tonight, we will produce those awards to present to our Cubs.

*(Wave hand over hat, then put wand on table. Wait a few seconds and look surprised. Reach in hat and pull out an award card. Read the name and ask the Cub and his parents to come up. After all of the Wolf awards been given out, go to the table and pick up the wand. Study it and with a surprise, shake out the Bear awards. Pick them up and call out the names of the boys and have them bring their parents forward. After they have all been awarded, put your hand in your pocket and bring out a hankie. Wipe your brow, but to your surprise there is something attached to it. Read the award and give it out. Repeat, until all of the awards have been given out.)*

### Magic of Cub Scouting Advancement Ceremony

*Personnel:* Cubmaster in top hat, Tiger Cub, Wolf, Bear, and Webelos Scouts

*Equipment:* Magic box or curtain, magic wand, top hat

**CUBMASTER:** If it worked like magic, Cub Scout advancement would happen this way: A Tiger Cub would go into the magic box (*Tiger Cub enters the box*), I would wave my magic wand, and Abracadabra! – and out comes a Wolf Cub Scout! (*Wolf Cub Scout emerges from the box.*) Then, in would goes the Wolf Cub Scout (*enters the box*) and, Abracadabra! – out comes a Bear Cub Scout! (*Bear Cub Scout emerges.*)

# Blackhawk Area Council



*What would happen if we put the Bear Cub Scout back in? (Bear Cub Scout enters the box.) Now, let's all say it together, Abracadabra! -and out comes a Webelos Scout. (Webelos Scout emerges.) But is that the way Cub Scout advancement works? (Cub Scouts say "NO!") It isn't so easy! Each Cub Scout works hard to achieve his rank, and the following boys have done so tonight. Will the following boys and their parents come forward to receive the Bobcat badge? (Continue through the ranks.)*

## **The Magic Light of Cub Scouting:**

This poem was written for the opening ceremony at a Blue and Gold banquet (you can adjust it to fit your needs). The Cub Scouts held magic candles (see below) while the poem was read, then the candles were placed on each banquet table so everyone could watch the glue and gold colors appear as they burned.

### *The Poem:*

Our candle stands tall, straight, and white.  
It burns and gives forth inspiring light.  
As it's light shines forth, you will see  
Our colors blue and gold are regal as can be.

As the blue appears, think of truth and loyalty  
The sky so blue, steadfastness, and spirituality/  
When the gold shines forth, be of good cheer.  
And think of happiness and the sunlight so clear.

As our candle's flame reaches toward the sky so blue  
Let us ask the Lord to give us wisdom to lead each boy  
straight and true.  
Help each of us to be like our candles, straight and tall  
And be inspired to give to God and our country our all.

### *How to make the magic candles:*

Take a white candle and drill ¼ inch diameter holes every two inches down opposite sides of the candles. Place scrapings of glue and gold crayons in the holes. Melt paraffin and ship with an eggbeater. Cover candle with whipped paraffin using a fork to give the candle a rough decoration. As the white candle burns, it will drip blue and gold decoratively down the side of the candle.

## **Magician Advancement Ideas**

To present the awards to the boys the Cubmaster should dress as a magician, with a black cape and a black top hat. Ahead of time, a table should be prepared with a 5 or 6 inch hole cut in the top of it. The table should have a tablecloth or something draped over it so someone can sit underneath it without being seen. The top hat should also have a hole in the top of it. The Cubmaster calls up the first boy to receive an award and lays his hat (top side down) on the table over the hole. He asks the boy what achievement he has been working on and then proceeds to pull the award out of the hat. The person under the table hands him a stuffed rabbit, then an old boot, and any number of items except the boy's award, until the Cubmaster remembers to say the magic words "Do Your Best." Then the Cubmaster pulls out the award and presents it to the boy. This can be done with each boy receiving an award, just change the magic words each time, such as "We'll Be Loyal Scouts," "The

Cub Scout Follows Akela." etc. Practice this a few times and it will go smoothly at the pack meeting.

## **Magic Color-Changing Graduation Ceremony:**

**Supplies:** Yellow and green food coloring, pitcher of water, 4 clear plastic glasses, and liquid bleach.

**Setup:** Four clear glasses: one empty, one with a drop of yellow food coloring, one with a drop of green food coloring, one with ¼ teaspoon of liquid bleach. Be sure the audience does not see the preparation or the bottom of the glasses during the ceremony. Set the glasses away from the audience and the participants.

**Effect:** Water changes color from clear to yellow to green to blue as the liquid is poured from glass to glass.

**Cubmaster:** Water from a spring at a nearby Scout camp has the special properties of changing into different colors as a Cub Scout graduates from one rank to another along the Cub Scout trail. *(Water is poured for the pitcher into the first glass.)*

This first glass represents the Tiger Cubs. It is clear and pure at heart. *(Call the Tiger Cubs forward to receive their certificates.)*

After a Scout is a Tiger Cub, he becomes a Wolf Scout. *(Pour water from first glass into the second.)* This glass is yellow, and symbolizes the spirit of Cub Scouts, which is present in all Wolf Scouts. *(Call forth the Wolf Scouts to receive their certificates.)*

From the Wolf, the Cub Scout becomes a Bear. *(Pour water from second glass into third.)* This glass is green and symbolizes the earth, which all Bear Scouts learn about and discover. *(Call forth the Bear Scouts to receive their certificates.)*

The Bear Scout then becomes a Webelos Scout. *(Pour water from the third glass into the fourth.)* This glass is blue, and represents the sky, which is limitless, like the many adventures that a Webelos Scout will encounter. *(Call forth the 4<sup>th</sup> Grade Webelos Scouts to receive their certificates.)*

Magic changed the color of the Scout camp water from clear to various colors. This same type of magic happens as a Cub Scout changes as he grows older and moves from rank to rank. Keep the magic going. Stay in Scouting and enjoy the fun!

*(Secret to the Effect: The first glass is empty so water is clear when poured into the first glass. Water turns yellow when added to the glass with the drop of yellow food coloring. Yellow water turns green when added to the glass with a drop of green food coloring. Green water turns blue when added to the glass with the liquid bleach – the bleach removes the yellow color from the green color, leaving the water blue. Rehearse the ceremony at least once.)*



## Closing Thoughts

**Real Magic:** The real magic in life is not the tricks or slight of hand performed by magicians but in the changing of a boy into a man. Cub Scouting is one of the tools used in this mystical transformation. The Cub Scout leaders and parents are the real magicians.

**Magic Words:** There is a very special kind of magic. This magic will open the coldest heart and win wonderful friends for us. (*Cub Scouts come on stage, each one carrying a different sign. Examples are: Please, Thank you, Pardon me, Excuse, You're Welcome, I admit I made a mistake, etc.*) Simple words, but important words that tell someone else that you are appreciative, courteous and thoughtful. Add kind deeds to the magic of words, and the possibilities are unlimited. A smile happens quickly, but the memory of it lasts a long time.

**Magic of The World:** As parents, we want to show our sons the wonders of the world. In the eyes of a child, there are not just eight wonders of the world but eight million. We want him to be able to look at the stars, sunrise, sunset, and feel their beauty.

- We want them to see a world of love, laughter, and compassion.
- We want them to build strength within themselves of strong character and a sensitivity to the needs of others.
- We want them to be the best they can be.

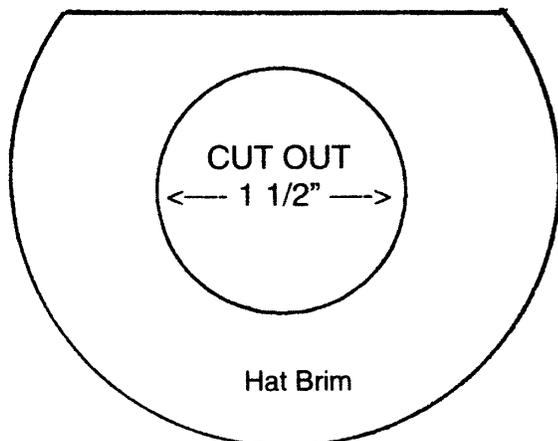
Unfortunately, no one can wave a magic wand so that they will receive these things. We as leaders and parents must set the example to show the guidance so they may see the way to accomplish all of these things. This is the magic; Our example and guidance.

*So as we leave, let's be aware of our actions and how loudly they speak to our youth.*

---

## Rabbit in Hat Slide

Materials needed:  
Film canister or cut down pill bottle  
Cardboard  
Black paint or construction paper  
Jiggle Eyes  
Red or black bead (preferably cut in half)  
Black thread  
White Kleenex  
1" Styrofoam or wood ball  
Glue  
Black pipe cleaners



Full size pattern. NOTE - when cutting the center hole, make sure it fits the canister.

1) Punch or melt 2 holes in side of canister for the pipe cleaner, but do not put the pipe cleaner in yet.

2) Using pattern below, cut hat brim from card stock. Use black card stock, paint it black or cover it with black construction paper.

When cutting center hole, do not cut it too large - it must fit snug against on the canister when slip on.

3) Slip on hat brim. Attach pipe cleaner, making a loop for neckerchief to slide through, and twist end together inside the canister.

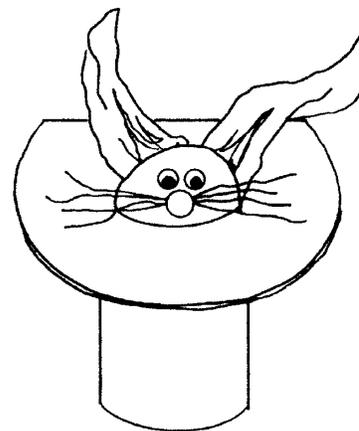
4) Drape the Kleenex diagonally across 1" ball. Gather front and back end together. Bring up the 2 side ends to form long ears. When satisfied with the look, stuff the whole thing into the canister with the ears in back.

5) Glue on jiggle eyes.

6) Cut black thread into 4 - 3" pieces.

7) Using the bead for a nose, glue the thread under the bead under the eyes.

8) It should look like the rabbit is peeking up out of the hat.





# Medieval Crafts

# Blackhawk Area Council



## Notes

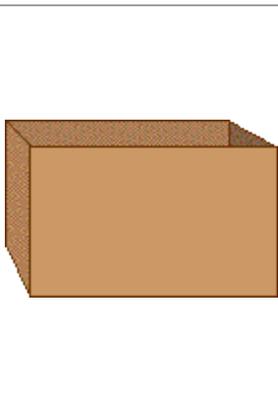
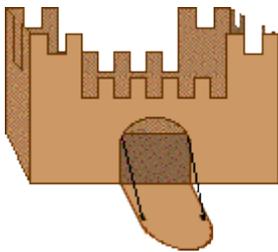


## Cardboard Box Castle

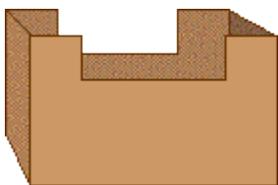
Turn a plain cardboard box into an enchanted castle. The cutting in this project is heavy-duty and should be done by an adult. The child can help by supervising and by designing where the towers and turrets should go.

### Supplies needed:

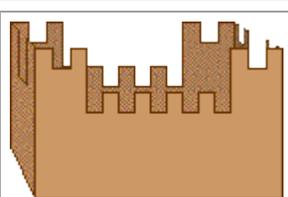
- a box - any size will do
- heavy duty scissors or a craft knife
- string
- crayons, paint, and/or markers



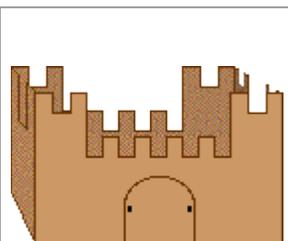
Find a box and cut off the top flaps. Any type of box will do: a large cardboard box makes a large castle, a shoebox makes a fine, small castle. To cut thick cardboard, try a craft knife. Poultry shears work well for thinner cardboard.



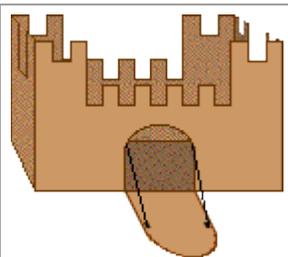
Cut out a wide rectangle along the front front, sides, and the back to form towers (turrets) at the corners.



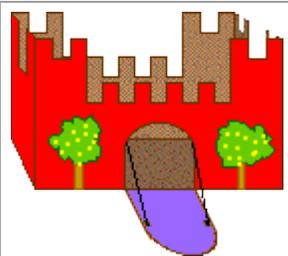
Cut out rectangular crenelations along the entire top (the battlement) of the castle.



Draw a drawbridge at the front of the castle. Using the point of a scissors, poke 2 small holes in the sides of the drawbridge and on both sides of the wall next to it. Cut out the drawbridge.



Attach a string to each side of the drawbridge and the adjoining wall.



Decorate the castle with paint, markers, crayons, or decoupage (paste on pictures that are cut from magazines).



## A PAPER PALACE

Tall spires, stone walls and a wooden drawbridge--this home-styled castle has all the makings for an afternoon of adventure.



Start with an assortment of toilet tissue and paper towel rolls. Color the tubes with a coat of gold poster paint. Once they are dry, you can create the appearance of cut stone by applying a contrasting color with a small sponge square. Using a utility knife, cut windows in the tube towers (a parent's job) or just draw them on with a black marker. Cut notches around the tops of several turrets.

When assembling the castle, start from the center. Glue together two or three taller tubes for the main towers. Then, stack smaller rolls around them, interlocking the towers with tabs cut in the tube bottoms. Create the castle's front wall using a 4-inch square of construction paper. Draw on an ornate door frame and sandwich the wall between the front two rows of towers.

Now you're ready to start roofing. For each roof, cut a circle out of construction paper. Make a single snip into the center and form a cone by overlapping and gluing together the cut edges. Glue the roofs in place on top of the towers. For a miniature drawbridge, glue Popsicle-stick planks side by side onto a piece of cardboard. Attach the drawbridge to the castle wall with metallic cording or paper clip chains.



## Apple Candlesticks

This unusual table centerpiece is ephemeral -- but it's beautiful while it lasts.



### Materials

- Large Rome Beauty apples (that will stand straight on the table)
- Candles
- Waxed paper
- Potato peeler
- Lemon juice

### Step 1:

Using an apple corer, make a hole about halfway through the middle of an apple. Make the hole as straight as possible and remove the core piece.

### Step 2:

Insert a candle into the hole. It should fit tightly; if the hole is too large, wrap waxed paper around the candle's end.

### Step 3:

Older kids can decorate the apples by carefully carving designs in the skins with the tip of a potato peeler (to prevent the designs from turning brown, rub them with lemon juice).

### Step 4:

Arrange the candleholders in a circle on a plate or cutting board.



## All Flavor Jelly Bean Cauldron

A new craze in reading wizard books has brought about interest in Wizard crafts. Here is an easy craft to create to hold your *jelly beans*, *rats*, *frogs*, *bats*, or other creatures at the party table.

This project is rated VERY EASY to do.



### What You Need

- Metal dip container
- 3 Small wooden beads
- Tacky glue
- 3 Large wooden beads
- Gray paint or Gesso
- Paint brush
- Wax paper or plastic bag (to protect work area)

### How To Make It

1. Remove label, wash, rinse, and dry container.
2. Lay out wax paper or plastic bag (turn wrong side out) to protect work surface.
3. Paint container and beads with gray paint. Let dry. You may need to apply an additional coat. Let dry.
4. Turn container upside down and glue on beads, evenly spacing around the outside bottom of the container. Let dry.
5. Turn container over and fill with gummy rats, bats, frogs, or other things *Wizards* may enjoy. Have fun at your party!



## Wizard Magnetic Picture Frame

My son likes the Harry Potter books. I thought it would be fun to make a frame to put his picture in that shows his interest. Make some for your friends that like to read the Harry Potter books. This would make a fun party craft.

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

### What You Need

- Black craft foam
- Tulip glitter (in bottle)
- Scissors
- Scrap piece of acetate/plastic (see tips)
- Tacky glue
- Flat magnet
- Paper
- Pen
- White gel pen or another pen that would write on black
- Small photograph such as a school small wallet sized
- Large circle punch (1" to 2" size) , optional



### How To Make It

1. Draw the wizard hat on paper. You can draw it with the tip of the hat going straight up, or bent as in our picture.
2. Cut out the pattern.
3. Draw around the pattern on the black craft foam with the white pen. Draw 2 hats.
4. Cut out both hats.
5. On **one** hat only, either hole punch for a picture or use your paper and pen to draw a circle pattern. Then cut out the circle on the black foam with your scissors.
6. Cut the acetate to fit behind the hole in the wizard hat.
7. Glue just around the hole and place the acetate on it.
8. Glue the front of the hat to the back of the hat. Be sure to leave a space on the side so you can slip the picture in behind the acetate.
9. Glue a magnet on the back of the frame.
10. Use the glitter paint to paint on squiggles or stars on the hat.
11. Let dry.
12. Cut your favorite picture (with permission, of course) to fit the wizard hat frame and slip inside.
13. Place on your refrigerator, metal file cabinet, but be sure to keep magnets away from your computer and computer disks!

### Tips

The use of the acetate or plastic is to protect your photograph, especially if you put it in the kitchen. You can use the plastic "window" in a spaghetti box, plastic that holds something you buy (such as our marker box), or some leftover transparency paper. You'll find lots of things that come packaged in plastic that would have a small flat area you could cut up for frame windows.



## Wizard's Wand

We studied the Harry Potter books in our Enhanced Learning class at school and we each made wands.

Parental supervision is recommended.

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

### What You Need

- A stick
- Thin ribbon, leather, or string; optional
- Hand saw
- String or cording
- Feathers
- Tape or hot glue
- Parchment writing paper
- Calligraphy pen
- Wire (for crafting)
- Wire cutters
- Scissors
- Piece of sparkly wrapping paper
- Marble (normal size)

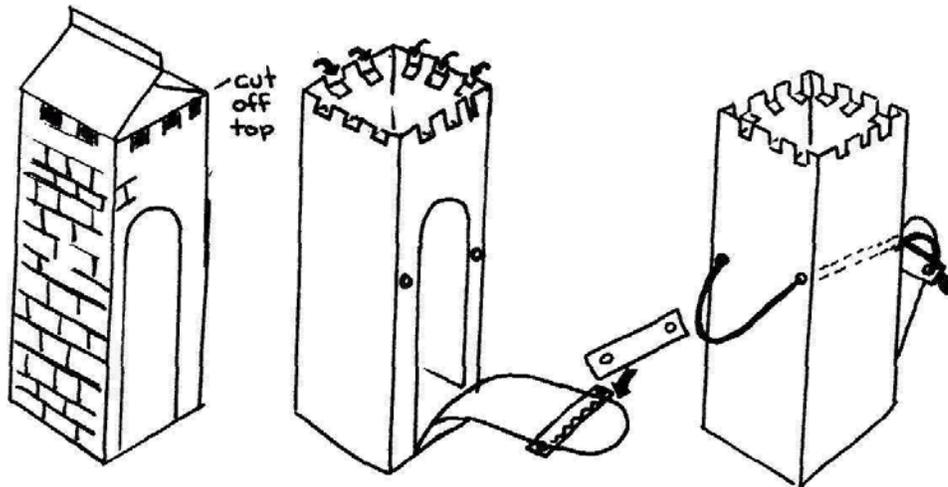


### How To Make It

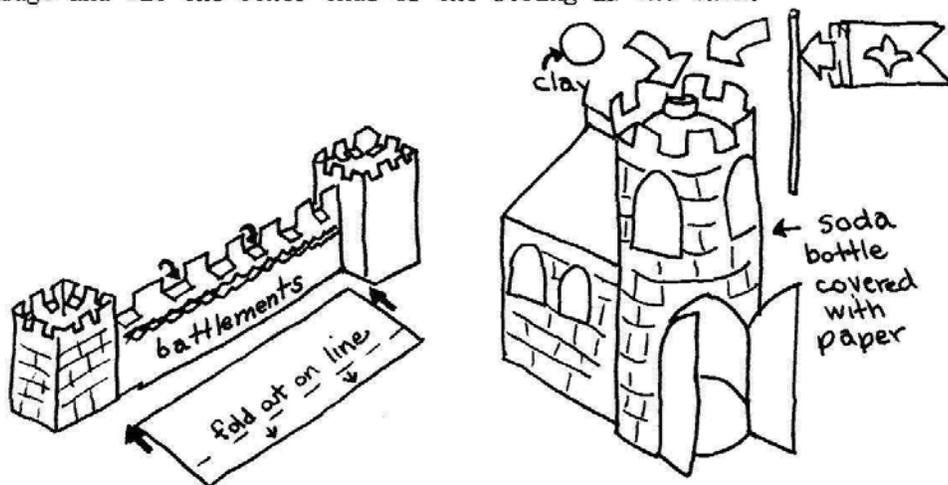
- Have an adult cut your stick to the desired length using a hand saw.
- Make a "spell grip" around one end of the stick (optional) by winding thin ribbon, leather, or string. Glue or tape in place.
- Take your marble and wire and cut your wire to at least 1 foot.
- Wrap wire around marble and DO NOT cut off excess.
- Wrap excess wire around one end of stick and hot glue it to the stick.
- Tie string around small end of feathers and hot glue or tape to same end of stick as marble.
- Use other strings, some sparkly wrapping paper slivers about 1/4 inch wide, and maybe some velvet string if you have any.
- Get a string about a foot long and tie it in the middle of your wand.
- Get your parchment writing paper and you can write all about your wand; i.e. how much it costs (If you are a Harry Potter fan, then put it in Galleons, Sickles, and Knuts), you can tell what it is best at, like dueling or if it is a spell wand, etc., you can tell what it is made of, such as mahogany and phoenix feathers, and you can also tell how long it is by measuring your stick; not the strings on the stick also.
- Roll your parchment up tightly and tie the excess of the cord that you tied in the middle of the wand to your parchment fairly tight.
- Then take your parchment out and make sure your new knot is tight.
- Roll your parchment up tightly and slide it inside your loop you have made and let go of it when the string is near the middle of the parchment. Your parchment will unroll and fit snugly inside your loop.
- Now your wand is finished!



## BUILD A CARDBOARD CASTLE



A quart milk or juice carton makes a good gatehouse. Follow the illustrations above. Be careful cutting the turrets and the drawbridge. Bend the turret flaps back as shown. Remember that the drawbridge must remain attached to the bottom edge of the carton. Make holes for the string which will raise and lower the drawbridge. Thread two pieces of string through the holes, tie a knot in each at the front, and lower the drawbridge and tie the other ends of the string at the back.



Towers can be made from four pint milk or juice cartons, cutting turrets as for the gatehouse. Battlements can be made from cardboard. Three of the battlements should be twice as long as the height of the gatehouse. The other two battlements go on each side of the gatehouse. Cut them to size when you put the castle together. The battlements are a little shorter in height than the towers. A folded piece of cardboard cut the same length as the battlements and glued on behind them makes it sturdier. Glue the battlements into slits in the sides of the towers. A round tower can be made from a 2-liter soda bottle as shown.



## Natural Dye (Tie Dye of the past)

Pre wash muslin material. (Or any natural cotton material)

If you want a tie dye effect rubber band or tie a design into fabric

If you would like a more period effect use melted wax to draw design on fabric.

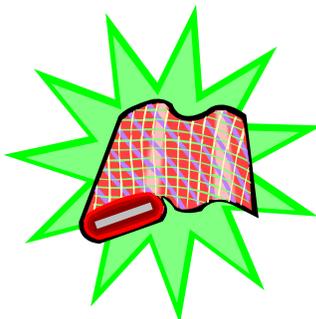
Immerse in natural fruit dye (crushed fruit frozen Raspberries work very well)

Let sit until desired color is achieved. (About 15 minutes)

Rinse stickies out and let dry.

Heat set item by drying in dryer for 10 minutes on high.

wash separately !!!



## Ye Old Candle Making Shop

Melt 1 pound candle wax to 190°

Pour into molds (can be purchased at local craft store or use milk cartons)

Fill with wax

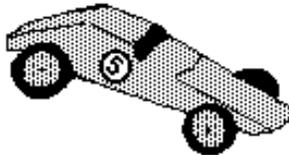
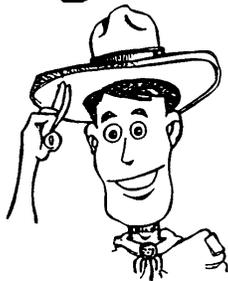
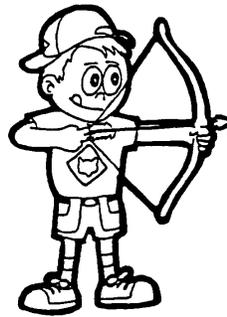
Wait 5 minutes and insert wick.

Candle will harden in 2 hours.

(To speed up the process place in refrigerator 10-15 minutes)



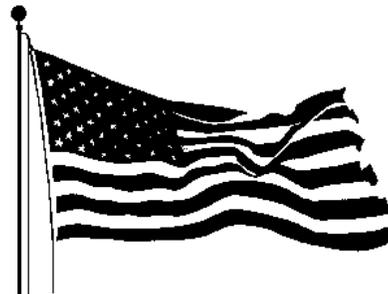
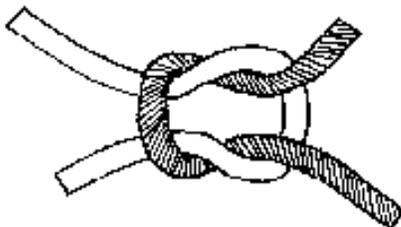
# Blackhawk Area Council



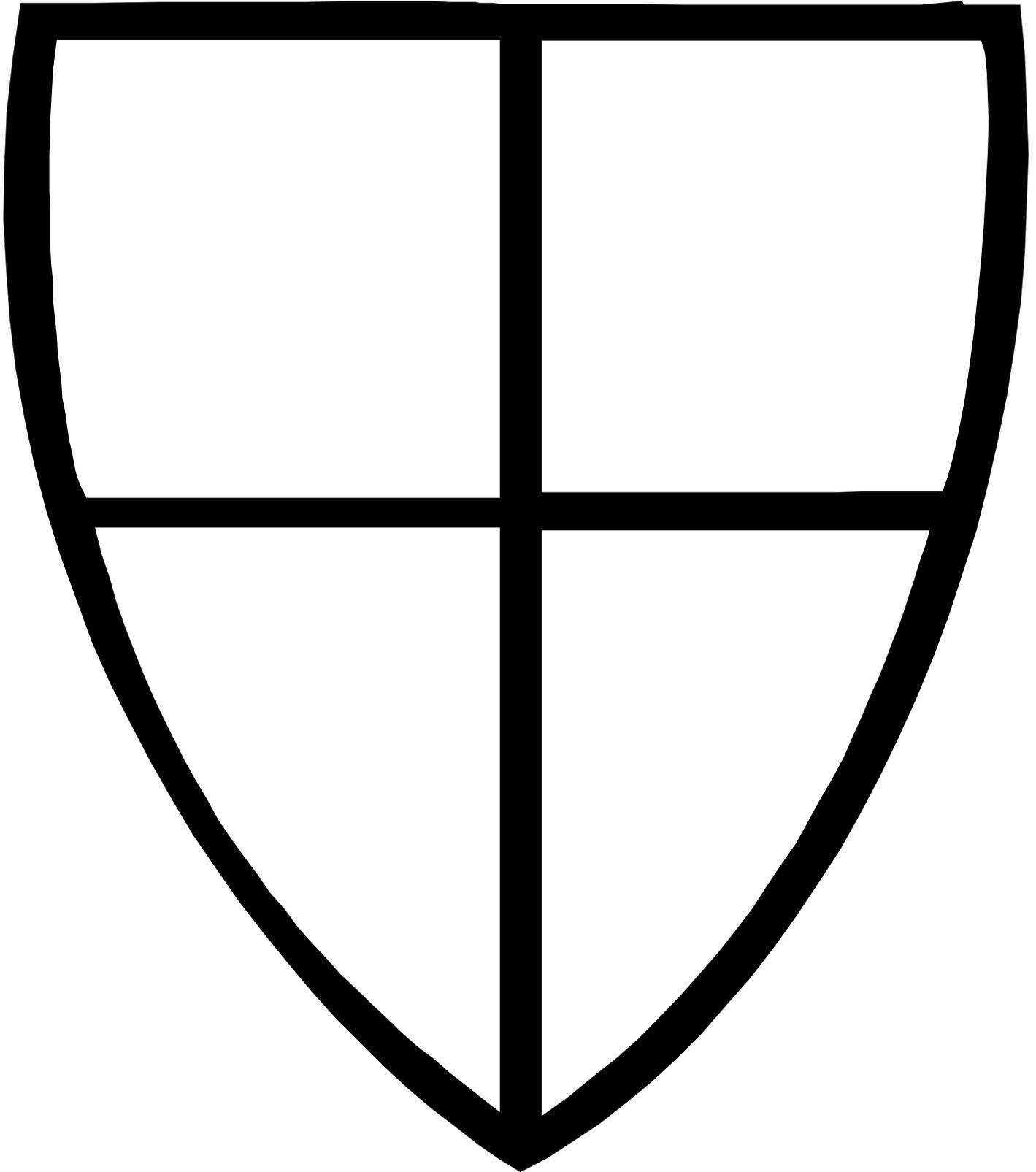
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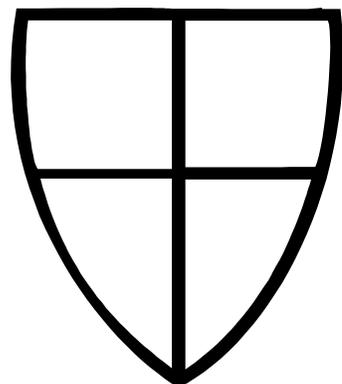
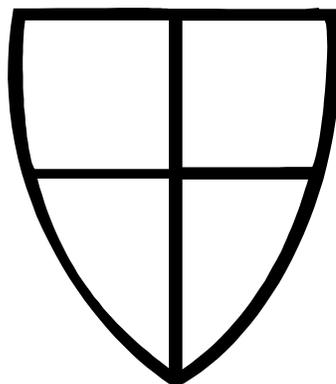
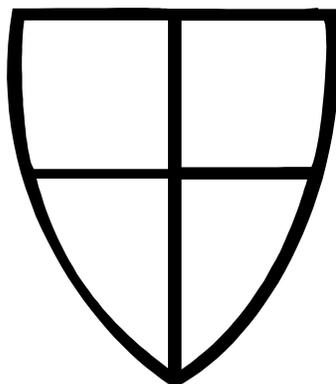
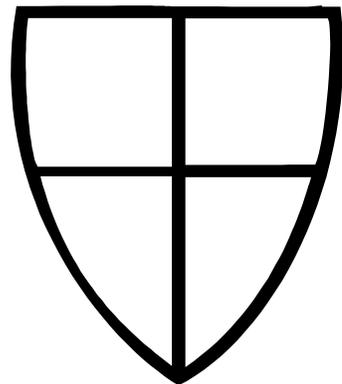
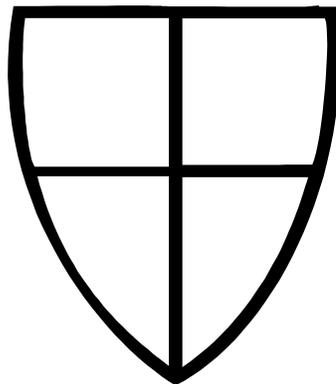
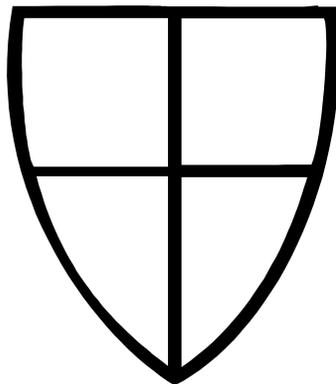
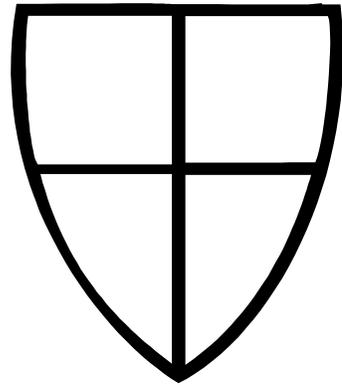
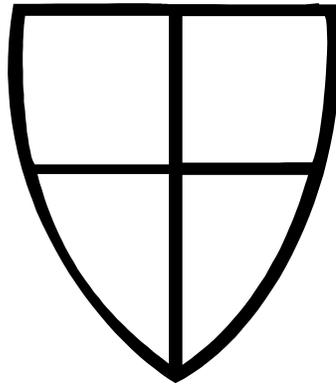
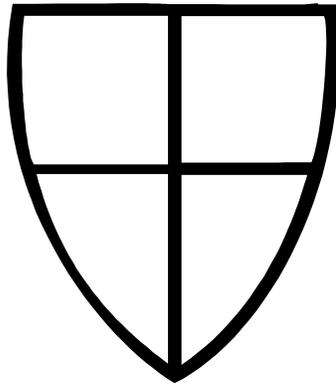


BOY SCOUTS OF AMERICA



# Blackhawk Area Council



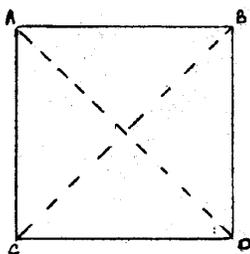




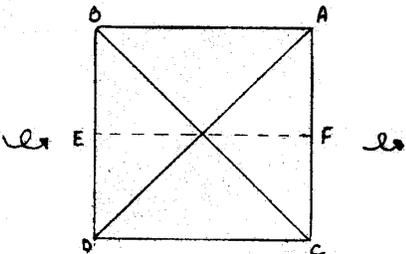
# Origami Crafts



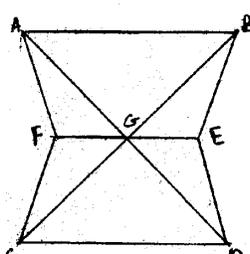
## PYRAMID BOX



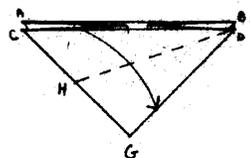
1. Fold point A to D, press crease made from C to B, unfold. Fold point C to B, press crease made from A to D, unfold. Turn paper over.



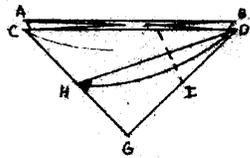
2. Fold edge BA to DC, creating a crease between E & F, finger press and unfold. Turn paper over.



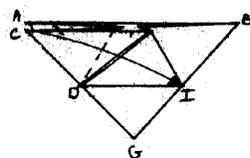
3. Press down with finger at G. Fold AB to CD allowing EF to pleat inside the collapsing edges.



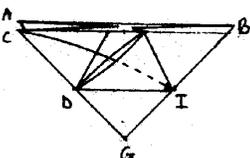
4. Turn so open end is up. Fold C(A)D(B) to GD bisecting CDG, creating a crease from D to H. Finger press and unfold. H is a locator point.



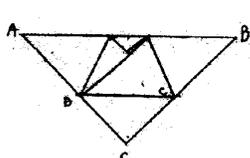
5. Using only the top layer, fold point C to H, finger press fold. Creating a new locator point at I.



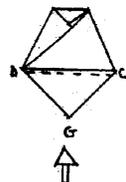
6. Fold C to I finger press new crease and unfold.



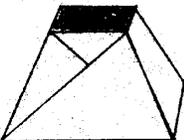
7. Refold step 6 except slide C inside the pocket created in step 5. Be sure to push C completely down in the pocket to I



8. Turn over and repeat steps 5, 6, & 7.



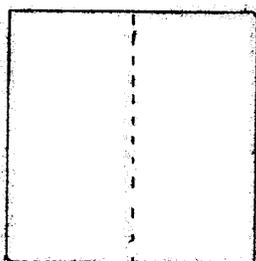
9. Fold G up to create a crease between D & C, press and unfold. Push up on G while pushing the pleat EF out from the inside.



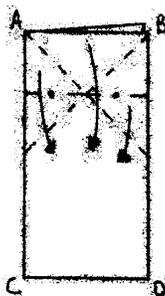
Completed box can be used for a nut cup or filled with candy to hand out at Halloween (or whatever).



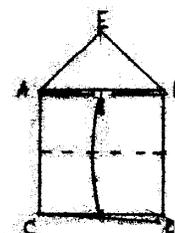
## JUMPING FROG



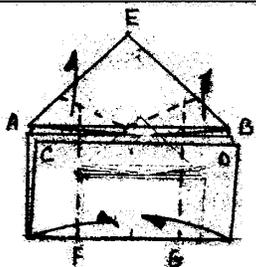
1. Fold the 8 inch square in half vertically, finger press crease. 2. Fold A to edge BD till a diagonal crease is formed from B, press and unfold. Repeat with B. Fold AB behind till horizontal crease is



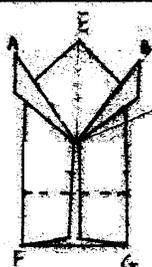
(2 cont.) formed through center of diagonals, unfold. Push down on center till A & B pop up. Push A & B down, allowing horizontal crease to pleat inward until flat arrow shape is made.



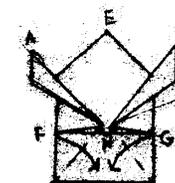
3. Fold edge CD up to AB, press in resulting horizontal crease. There are many layers of paper now so press all creases hard. Use something heavy for creasing if necessary.



4. Fold points A & B up from the center. This forms the front feet of the frog so less than half of edges EA & EB up, press flat. Fold the outside edges C & D in to the middle creating a crease up under the frogs front legs, press hard.



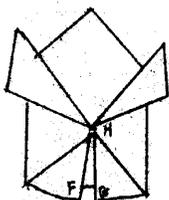
5. Fold edge FG up to the center (just under front legs). Press new crease down hard.



6. Fold points F & G down from the center (H) till they meet at the bottom edge at the center of it.



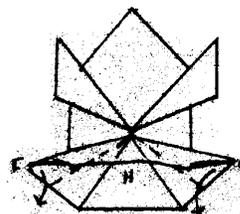
## JUMPING FROG (cont.)



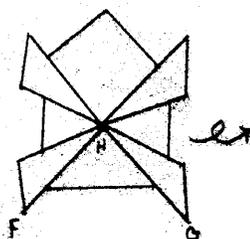
7. Project shown with F & G fold into triangles from center, H.



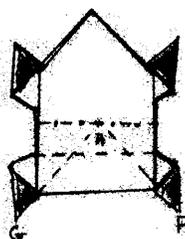
8. Grasp F & G and begin to slide the top layers of the paper only out to each side.



9. Continue to pull F & G, while keeping H firmly up against center, till F & G fully extended. Fold F & G down.



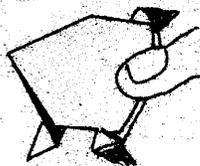
10. F & G are now the frogs rear legs, press them flat. Turn project over



11. Fold a horizontal crease behind that passes through H, press hard. Fold another horizontal crease forward that passes just above the rear legs.



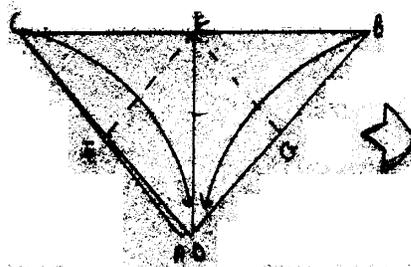
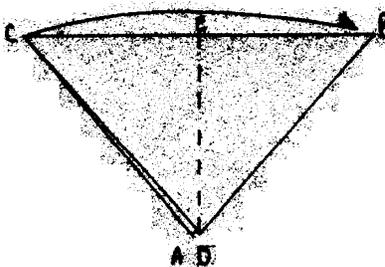
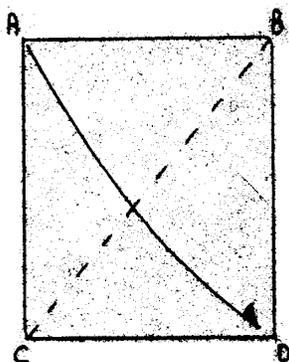
12. As the frog is many layers of paper thick press in the two horizontal crease well, as these give the frog it's jumping ability.



13. Finish by drawing on eyes, warts, and all... Make the frog jump by placing finger on top the pleat form by the last two creases, push down and slide finger off the back end of the frog. With practice the frog can be made to jump quite far. Have the boys each make a frog of their own and have frog jumping contest.



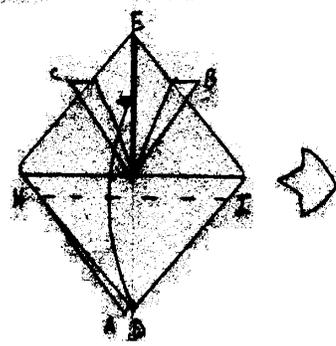
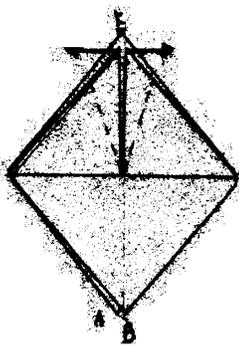
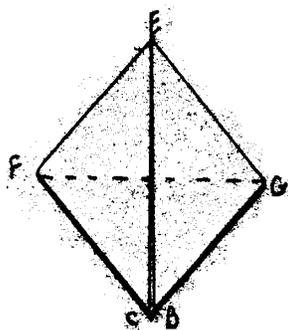
## EGYPTIAN WARRIOR HELMET



1. Fold A to D, creating a diagonal crease from C to B, press crease. Turn paper so open point is down.

2. Fold point C to B creating a crease between E & points AD, press and unfold.

3. Fold points C & B down to point AD creating creases from E to F & E to G, press. The enlarging arrow to the right of the drawing means the next drawing is bigger.



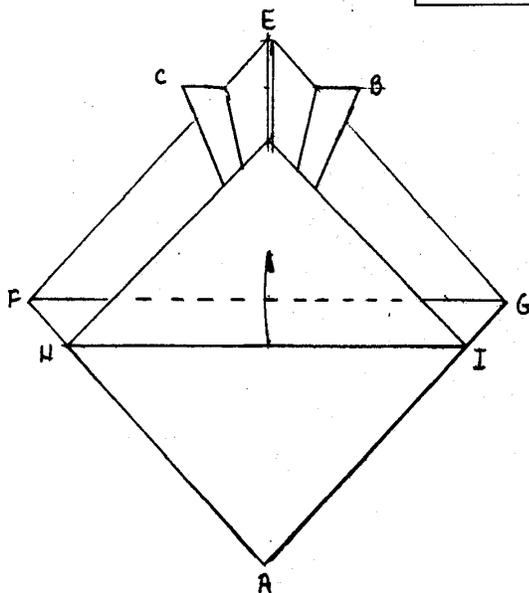
4. Fold the front layers, C & B only up to E, creasing from F to center and from middle to B, press new creases made.

5. Fold points C & B outward from E. This forms a decorative feature so how far to fold out is a matter of taste.

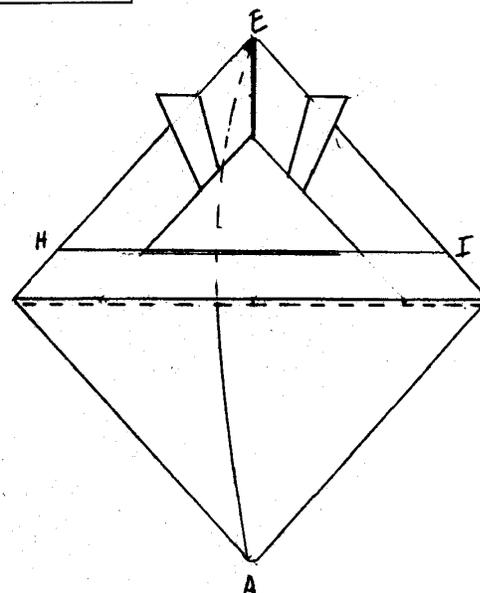
6. Fold the front layer, point D, up to about mid-way between center and E, the lower it is folded up the wider the brim will be. Press crease HI



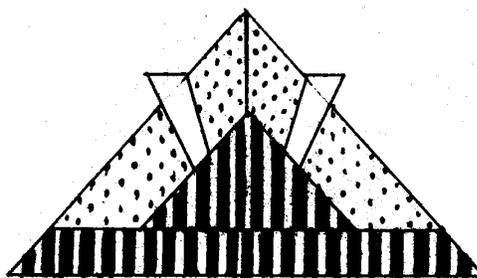
**EGYPTIAN WARRIOR HELMET  
(cont.)**



7. Fold crease HI up till bottom of new crease created runs along crease FG, press this new crease flat.



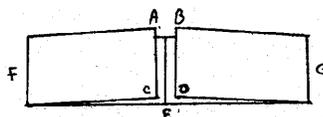
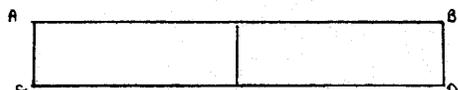
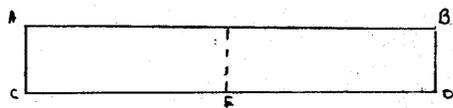
8. First fold A up to point E, press crease made along FG flat then unfold. Next insert point A into pocket between back layer of paper and FG layer, pushing A up into pocket till it is flush with FG, press.



9. Finish your Helmet with markers, crayon, etc....to make this hat a wearable size start with a square of paper 20 to 24 inches. Newspaper, brown paper bags, or gift wrap all make a nice helmet.

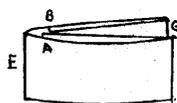


## CIRCLET (Princes Crown)

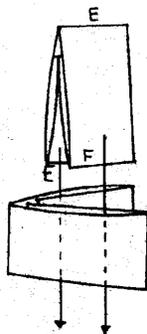


1. Fold points A & C to points B & D, press crease E, unfold.

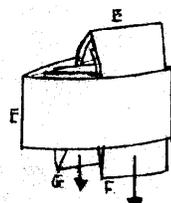
2. Fold edges AC & BD to E, press down creases F & G.



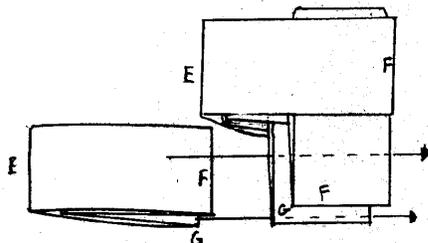
3. Fold edge F to G, press E. Module is done, make another



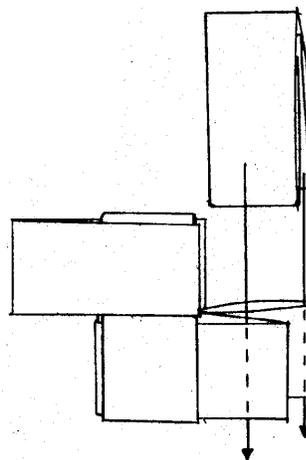
4. Slide edges G & F between the slots formed by EB - GB & EF - FA.

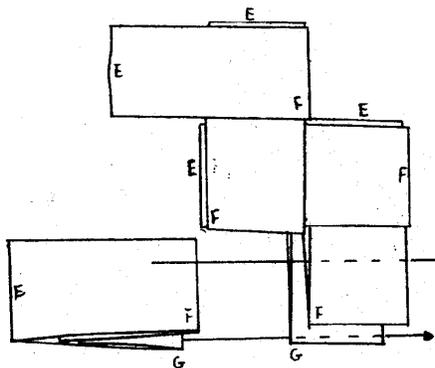


5. Push edges G & F down through the slots until E is firmly seated against the top of the first module.



6. Push the F & G edges of the third module through the legs of the second module from the same direction as the first module. Continue to add length by pushing modules (left) into the legs of the previous module.

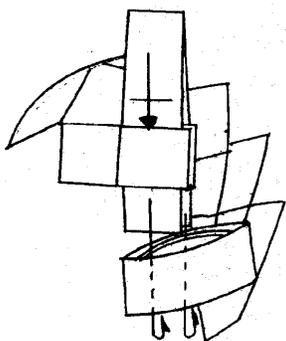




## CIRCLET (cont.)

Once you have enough modules together to fit around the head, you'll need one more module to lock the band together. So keep in mind that the locking module will add more length and adjust accordingly.

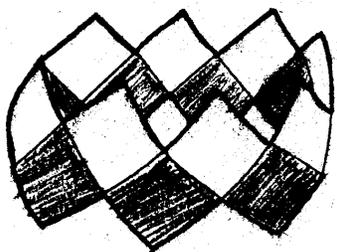
**LOCKING MODULE:** Make a module and unfold to step 1. Push the long legged module through as in middle left drawing. Continue to push legs through the first module of the circler, then fold legs over and tuck them both into middle of the starting module. Circler is complete. If lock is weak glue the legs in.



This is a very simple paper chain (I used to make it from gum wrappers) and it is still fun today. If larger pieces of paper are, 1X8 inches, a circler (the prince's crown) can be made. Making the strips from gold or silver gift wrap makes decorating a breeze.

This piece has a little stretch to it due its chain like nature, so remember to have snug fit. Size: measure the head that the crown is being made for and allow one strip per inch. So if the head is 22 inches around make 22 modules, remember that the last module will be the locking one.

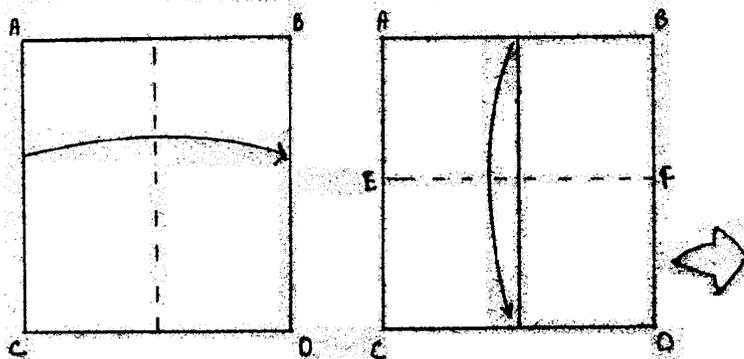
Use glitter glue, glue on plastic gems, stickers, etc... To make your crown unique.





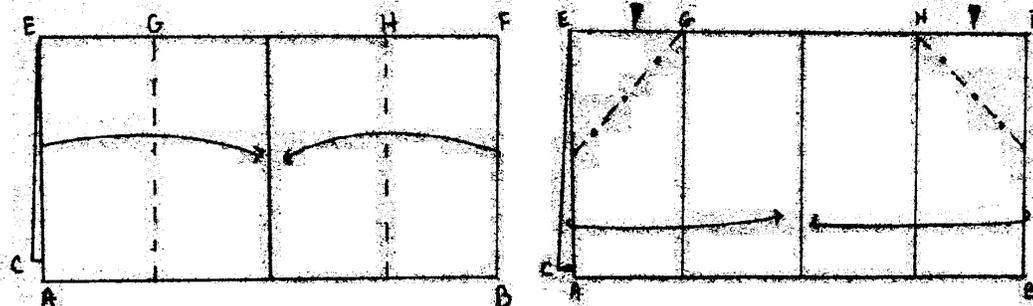
## CROWN

This one is fun and easy and can be made to look very royal with a little glitter glue. Larger squares of paper are needed to fit the head, 20 24 inches. I have worked the crown in newspaper, paper grocery sacks, gift wrap, and clear acetate. All of these worked well though the acetate is a little stiff and may require a spot of hot glue to keep it from unfolding.



1. Fold edge AC to edge BD. Finger press vertical crease made and unfold.

2. Fold edge AB down to edge CD, creating a crease between E & F. Finger press crease made. The enlarging arrow at right of drawing indicated that the next drawing is larger.

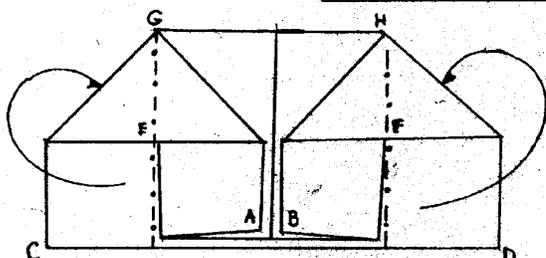


3. Fold both thickness of paper, fold edges EA & FB to middle crease. Finger press creases G & H and unfold.

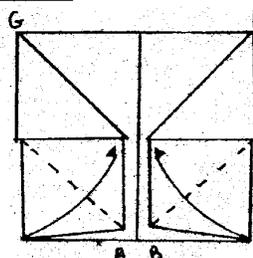
4. The black arrows indicate a squash fold. Fold only the front layer of paper, folding A to midline and holding down C, a roof shaped triangle will appear, press this down when point E is directly on top of crease G. Do the same with the right side of the project.



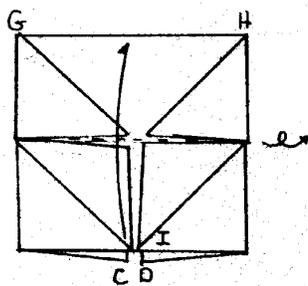
## CROWN (cont.)



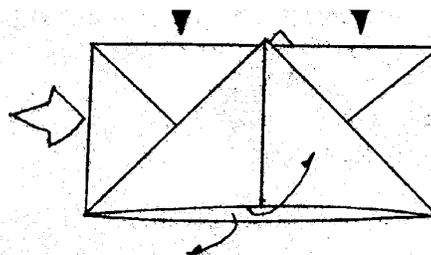
4. Fold point C & D around to back of project so that they lie just behind points A & B.



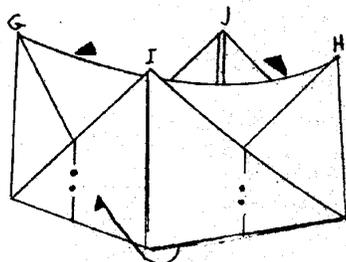
5. Fold and crease A & B flaps up from outside lower edges up to the center point.



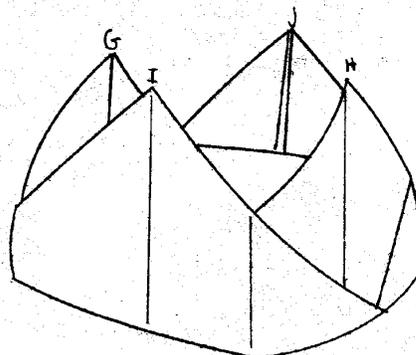
6. Fold the triangle resulting from the folds in step 5, up and crease along the midline. Turn the project over.



7. This drawing larger. Repeat steps 5 & 6. Begin to open hat at bottom by pulling out.



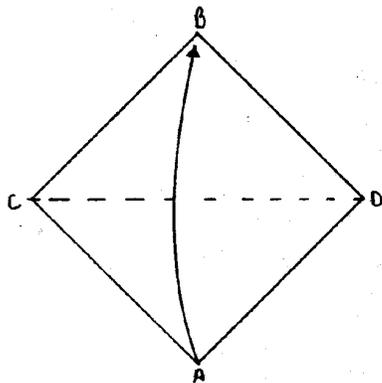
8. Continue pulling bottom out while pushing down between the points and squashing the center down against points G & H, until the center resembles a square. Crease lightly where needed until a hat shape is obtained.



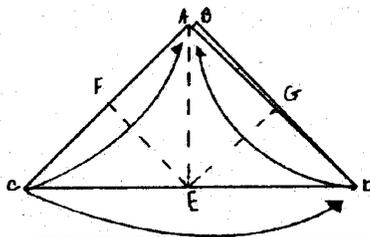
9. When done the crown can be decorated with glitter glue, colored pencils, markers, crayons etc... If the decorating would go easier unfold crown lay flat, decorate and refold.



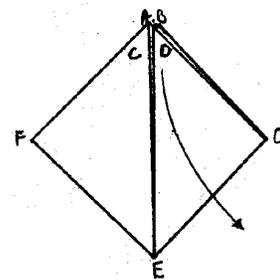
## CHRISTMAS BALL



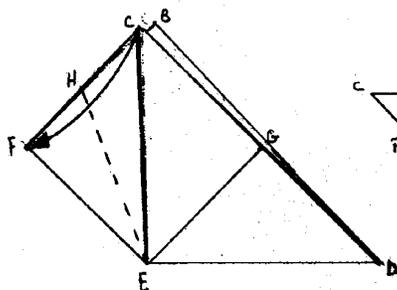
1. Fold A to B, finger press crease CD.



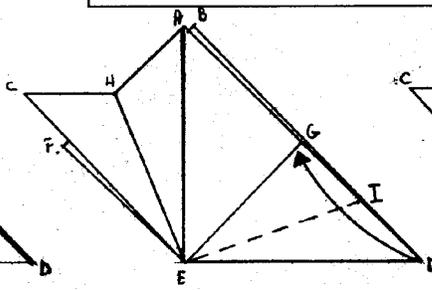
2. Fold C to D, unfold. Fold C & D to AB, press creases EF & EG.



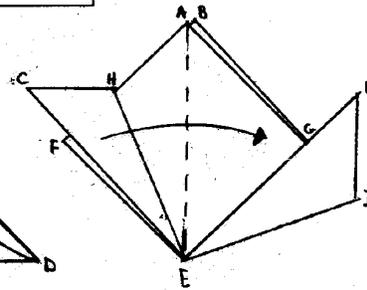
3. Unfold D to step 2.



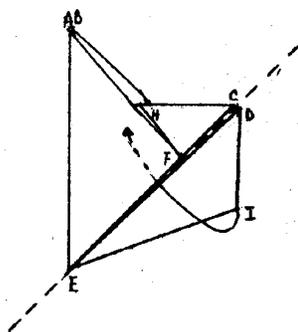
4. Fold C to F, press crease EH.



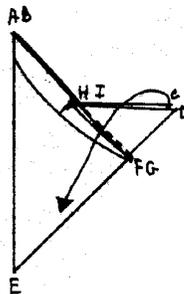
5. Fold D to G, press crease EI.



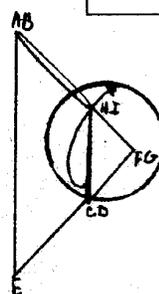
6. Fold left side of module (AFE) onto Right side (ACE). Press crease AE.



7. Fold DEI under F on top of CEH. Press good.

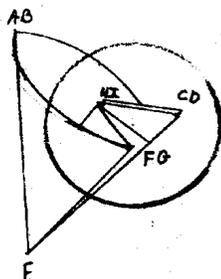


8. Fold points CD down to make a crease between HI & FG. Press hard and unfold.

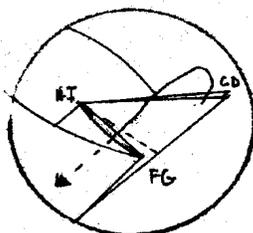




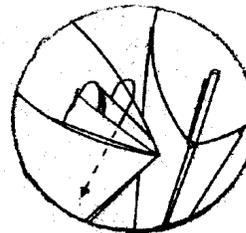
## CHRISTMAS BALL (con.)



10. Next drawing shows enlargement of circle.



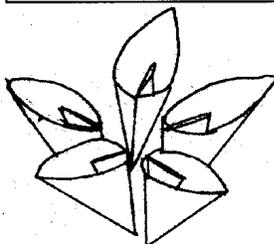
11. Insert points CD into slot between HI & FG.



12. Slip points all the way into the slot and crease into place.

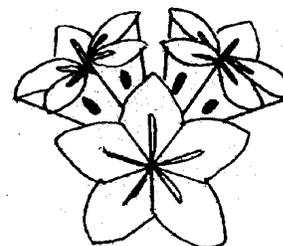
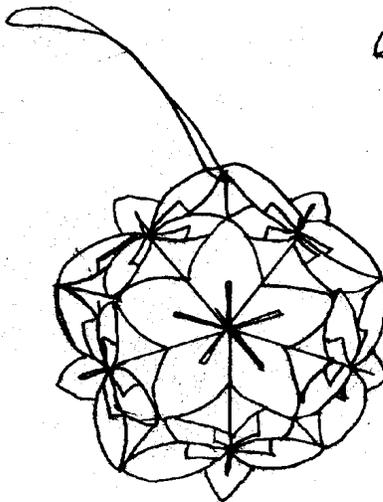


13. Finished module, make 5 for 1 flower, make 12 flowers, 60 modules to make ball.



14. Assemble 5 modules as at left with tacky glue.  
15. Assemble 12 flower units as at bottom gluing where indicated.

16. Glue a ribbon between one half of the ball and the other. Modules made using 4 inch squares will give a finished ball of 6 inches in diameter. May be made of gift wrap, brown paper, construction paper, and copy paper. Glitter glue the edges of the petals for a pretty effect.





# Our Flag

# Blackhawk Area Council



## Our Flag

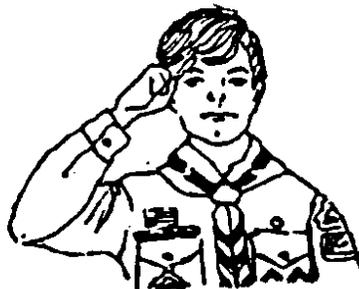
This session is to help leaders better understand the importance of the knowledge the Cub Scouts must have about our flag. When it is the appropriate time to fly the flag, where you can fly it and how you should fly it. Also knowing how to fold the flag is very important.

The Pledge of Allegiance can be explained by phrases in a closing or opening ceremony along with several other patriotic ceremonies using the flag. This teaches the scouts information about the flag in a fun and interesting way.

How to display the flag at pack meetings, den meetings or any other meeting where there is an audience is also very important for it to be done properly. Knowing the U.S. Flag belongs on the audiences left (or the speaker's right) ends a lot of confusion when getting the scouts ready to Advance the Colors.

*As it is written in a brochure titled Our Flag: The National Flag represents the living country and is considered to be a living thing emblematic of the respect and pride we have for our nation. Our Flag is a precious possession. Display it proudly. There are certain fundamental rules of Heraldry which, if understood, generally indicate the proper method of displaying the flag. The right arm, which is the sword arm and the point Of danger, is the place of honor. Hence, the union of the Flag is the place of honor or the honor point. The National Emblem is a symbol of our great country, our heritage and our place in the world. We owe reverence and respect to our flag. It represents the highest ideals of individual liberty, justice and equal opportunity for all.*

There are many opportunities in the Wolf, Bear and Webelos book for the scouts to advance by learning about our flag. Please take the opportunity to help our future men of the nation to honor "Old Glory" with respect and patriotism.



# Blackhawk Area Council



## OUTDOOR FLAG CEREMONY PROCEDURE

It takes at least two people to properly hoist and lower the U.S. flag. One serves as flag bearer, the other as color guard. (Additional people can serve as color guards, if desired.) Another person, the speaker, may give the commands. Hoist the US. flag in the morning, after sunrise. Lower it in the evening, before sunset. If other flags are being hoisted or lowered at the same time, always hoist the US. flag first and lower it last.

### HOISTING THE FLAG

1. The speaker says: "Color guard, advance!" The flag bearer and color guard approach the flagpole. The flag bearer carries the folded flag. They take their position by the flagpole. The color guard holds the folded flag to keep it from touching the ground while the flag bearer attaches the flag to the halyard (the flag line).
2. The speaker says: "Hand salute! Raise the colors!" Raise the flag briskly to the top of the pole. As soon as the flag leaves his arms and is flowing free, the color guard steps back, comes to attention, and salutes while the flag is being raised.
3. When the flag reaches the top of the flagpole, the bearer secures the line to the pole. Then he steps back, comes to attention, and salutes.
4. At this point, the speaker may lead the group in the Pledge of Allegiance, a patriotic song, or give an appropriate patriotic reading.
5. The speaker says: "Color guard, dismissed!" The color guard retreats in an orderly manner.

### LOWERING THE FLAG

1. The speaker says: "Color guard, advance!" The flag bearer and color guard approach the flagpole in an orderly manner.
2. The speaker says: "Hand salute! Lower the colors!"
3. The flag bearer unties the line from the flagpole and lowers the US. flag slowly, with dignity. The color guard catches the flag to keep it from touching the ground while the flag bearer detaches it from the line.
4. The two fold the flag properly. (See The Official Boy Scout Handbook.)
5. The speaker says: "Color guard, dismissed!" The color guard retreats in an orderly manner, carrying the folded flag.

# Blackhawk Area Council



## FLAG ETIQUETTE

### THE PLEDGE OF ALLEGIANCE

#### Part 1

I pledge allegiance...  
To the flag...  
of the United States of America...  
and to the Republic...  
for which it stands...  
one nation under God...  
indivisible. ...  
with liberty and justice...  
for all.

#### Part 2

I promise to be true...  
the emblem of our country  
a great nation made up of 50 sovereign states...  
a nation where the people elect others to represent them..  
our flag is the symbol of our country...  
a nation whose people believe in a Supreme Being...  
a perfect union which cannot be divided into parts...  
with freedom and fairness...  
for every person in our country - you and me.

### WHAT A SCOUT SHOULD KNOW ABOUT OUR FLAG

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

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

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

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

The birthday of the flag was June 14, 1777, when Congress passed this resolution: Resolved: that the flag of thirteen United States be thirteen stripes, alternate red and white; that the union be thirteen stars, white of a blue held, and represent a constellation. We still celebrate every June 14<sup>th</sup> as Flag Day.

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

# Blackhawk Area Council



As a guide for the proper use and display of the flag a code was drawn up at a National Flag Conference on June 14, 1923, in Washington, D.C. This was revised in 1924. Congress in 1942 adopted a resolution making this code law. It has often been amended. This is its present form. (Public Law 829-77)

## WHEN IN UNIFORM

Salute with your head covered with an official Scout cap or uncovered, either indoors or outdoors. Stand at attention and salute with your right hand when:

- ...The National Anthem is played with live music.
- ...The colors are raised or lowered.
- ...During recitation of the Pledge of Allegiance.
- ...As the flag passes by in a parade or review.
- ...When "Taps" is sounded at a funeral.



## WHEN NOT IN UNIFORM

During these ceremonies, stand at attention, place your right hand over your heart (civilian salute). Men, if wearing a hat, remove, hold it over your heart. ...., uncover your head, stand at attention. Hold hat or helmet in right hand.

## DISPLAYTNG THE FLAG

It is the universal custom to display the flag only from sunrise to sunset...however, the flag may be displayed at night on special occasions when it is desired to produce a patriotic effect. If displayed at night the flag should be illuminated. Certain historic and symbolic locations have flown the flag 24 hours a day for many years. Listed below are a few of the many historic locations where the flag is flown 24 hours a day (weather permitting) according to presidential proclamation, public law or local custom:

- Grave of Francis Scott Key,  
Mount Olivet Cemetery, Fredrick Md.
- The White House, Washington, D.C.
- The United States Capitol, Washington, D.C.
- Fort McHenry National Monument and Historic Shrine and Flag House  
Square both located in Baltimore, Md.
- Little Bighorn Battlefield, Montana
- The Marine Corps Monument, Arlington, Va.
- The War Memorial at Lexington and Worchester both located in Massachusetts
- Keyville, Maryland, the birthplace of Francis Scott Key

At other places where the flag is flown at night it is done because of long-established local customs or under the authority of the language of the Joint Resolutions of Dec. 22, 1942, which states the "flag may be displayed at night upon special occasions when it is desired to produce a "patriotic effect." This language has not been the subject of strict interpretation or regulation. The "special occasion" has by practice in some places become "day and night." The flag should be down and displayed on all days when weather permits, particularly on national and state holidays, on historic and special occasions.

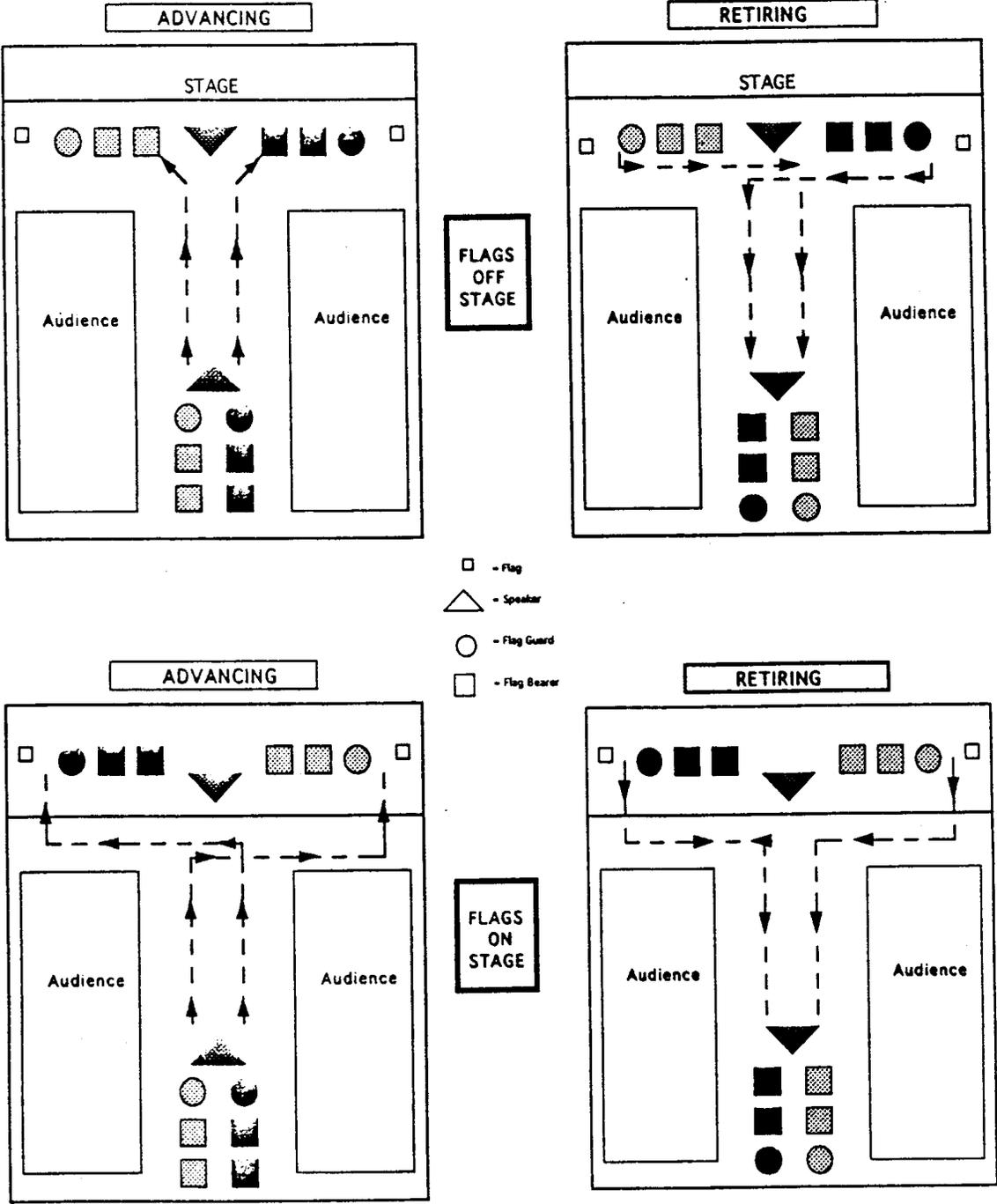
New Year's Day	Mother's Day	Veteran's Day	Constitution & Citizenship Day
Lincoln's Birthday	Flag Day	Christmas Day	Washington's Birthday
Easter Sunday	Labor Day	Independence Day	Loyalty and Law Day
Inauguration Day	Columbus Day	Thanksgiving Day	Armed Forces Day

# Blackhawk Area Council



If the flag is to be flown at half-mast, hold the salute until it is lowered to half-mast after being hoisted to the peak.

## DIAGRAM OF FLAG POSITIONS



# Blackhawk Area Council



## CEREMONIES

### Standard Flag Ceremony

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

If flags are posted on the same level as the audience, the American flag will be placed on the audience's right. In this case, the flags do not cross. When the colors are retired at the end of the meeting, the same positions are used, except in reverse order.

Personnel: Flag bearers and color guards for the American flag and pack flag. (If there is an uneven number of color guards, the American flag has precedence and should have the most.)

Setting.- Flag stands are in place at front of room or stage. Flag bearers and color guards are in position in rear of room. Speaker may be in rear of room or in any convenient place nearby. Cubmaster usually calls the meeting to order and introduces the den who will perform the ceremony. At this time, the speaker advances to the front of the room. (Make certain he speaks loud and clear and can be heard by everyone.)

Speaker: ATTENTION! WILL THE AUDIENCE PLEASE RISE? COLOR GUARD, PRESENT THE COLORS! (or COLOR GUARD, ADVANCE)  
(Color guard advances from rear of room with flag bearers in front, followed by guards. The American flag should always be on the marching right in the procession. As procession begins, speaker give his next command.)

Speaker: PLEASE REPEAT THE PLEDGE OF ALLEGIANCE WITH ME.

(He begins the pledge with audience joining in; at this point, the pack/troop flag is lowered slightly and full attention is given to the American Flag. Take care neither flag touches the floor. Flag bearers and color guards do not salute or repeat pledge. When pledge is finished, the speaker gives the next command, which is the signal for all salutes to be dropped. The pack flag is then raised again to a vertical position.)

Speaker: TWO! - (Salutes are dropped.)

Speaker: COLOR GUARD, POST THE COLORS!

(The American flag is placed in its stand; then flag bearer and color guard salute it and step back into place. The pack/troop flag is then posted; its bearer and guard salute it and step back into place. The American flag is always posted or raised first and removed or lowered last.)

Speaker: COLOR GUARD, DISMISSED!

(Flag bearers lead recession to back of room, with speaker following last.)



# Blackhawk Area Council



## RETIRING "OLD GLORY"

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

"Let us pray." Almighty God, Bless and consecrate this present hour. We do thank you for our glorious country and our flag of stars and stripes which should emblazon on our hearts, minds and consciousness the freedoms for which it stands. We also thank you for the Boy Scouts of America movement, knowing the young men whom receive preparation therein will join in service to our country in both times of strife and peace.

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

May the colors now be presented for inspection.

(Open and inspect flag.) State the service record on this particular flag.

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

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

Please stand and join me as we honor this flag with a final Pledge of Allegiance and prayer.

I pledge allegiance.....

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

Amen.

(Right hand salute. Grommets being cut. Burn flag to complete ashes.)

## OUR FLAG SPEAKS TO US

**Arrangement:** Colors are advanced in the normal manner. The flag speaks:

"A great host of heroes, with the help of God,, have kept me gallantly flying in the face of every threat and challenge to the democratic way of life which I represent. The blood spilled at Valley Forge, Gettysburg, San Juan Hill, Bataan, Viet Nam and every other battle fought on the land, in the air and on the sea is in my red stripes. The shining light of sunshine is in my white stripes penetration the blackest night, which in the nation's darkest hours are filled with radiant light. The vast infinity of the heavens is in my stars, inspiring mankind to continue climbing courageously up the spiral staircase of history to a world of glowing promise. I am the emblem of man's finest dreams, I am the last hope for peace on earth. I am the American flag."

# Blackhawk Area Council



## THE BIRTH OF A FLAG

**Materials:** One large container such as a box, wash pot, etc.- One roll each of 1X2" red, white and blue crepe paper. 8-10 stars or disks constructed of aluminum foil or similar material. 1 large spike or similar object, to represent a needle large enough to be seen by audience. 1 piece of brightly colored yarn, which should be attached to the "needle". One American flag. 5 Scouts. A narrator.

**Instructions:** The container is placed in the front center stage, with or without backdrop. The U.S. flag should be concealed within the interior of the container (care should be taken to protect the flag from soiling or desecration during this procedure).

The 5 Scouts are positioned or grouped around the container so that on cue during the narration, each may deposit his property into the container.

At the conclusion of the narration and at the beginning of the accompanying music, the 5 Scouts should, in unison, bend, grasp, and withdraw the U.S. flag and hold in proper position until the conclusion of the music, then withdraw from the stage with the flag. Two Scouts should properly fold the flag after they are off stage.

**Narrator:** Have you ever stopped to think about how a flag is born? Today we are here to show you how our flag was made!

First, we add red for courage. (first Scout raises red strip and deposits into container by holding loose end allowing roll to "stream") The courage of those gallant men, who have given their lives defending the freedom of our great country. Red is for the courage of those Scouts who have accepted the challenge of advancement and development of mind, body and character.

Next, we shall add some white for purity, (next Scout raised white strip and deposits into container by holding loose end of roll allowing roll to "stream") The purity of the birth of a new nation which struggled for Life carved from virgin wilderness. The white is also for the purity of a new Cub Scout just beginning the great adventure of Scouting.

Then, let us add some blue taken from the sky above and the water that surround our continent. (next Scout raises blue strip and deposits into container by holding the end of roll allowing roll to "stream". The blue represents the life-supporting elements that sustain our very existence. The blue sky and the blue water that beckon Scouts of all nations to enjoy God's great natural beauty.

Next, we will add just a dash of stars (next Scout drops stars into container) to represent the 50 states that make up this grand land we call the United States of America Stars that shine in the eyes of a lad as he succeeds in the accomplishments and goals achieved in the Scouting program.

Finally, we add this needle and thread (next Scout drops needle and thread into container) with which to finish our flag. The steel of the needle signifies the strength of our nation and the thread represents the fiber of brotherhood (withdraw the flag as stated in the instructions) that binds us together in the united effort to continually defend the freedom our flag represents. Our flag! Old Glory! The Red, White and Blue! Stars and Stripes Forever! The flag of the United States of America! May it always fly with honor and respect!



The Flag should be displayed every day from or near the main building of every public institution, except on days when the weather is bad.



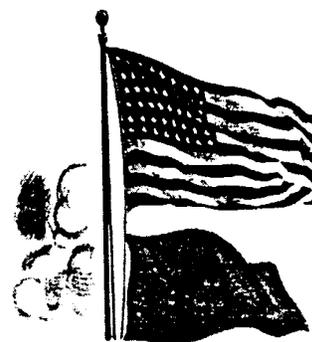
When being carried with other flags, the United States Flag should be either in front of or at the right of the other flags in the group.



The staff of the United States Flag should be crossed over the staff of another flag and be displayed at the left of the crossed staffs.



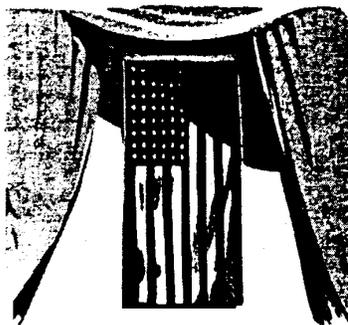
In a group of state or city flags displayed from staffs, the Flag of the United States should always be in the center and at the highest point.



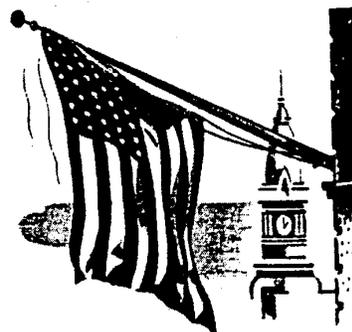
No other flag or pennant should be raised above the national flag. The Flag of the United States should always be hoisted first.



Flags of two or more nations should be displayed at the same height, and all the flags should be of approximately the same size and material.



The United States Flag may be hung on a wall either horizontally or vertically, but the field of stars should be on the observer's left.



The Flag should always be hoisted on a staff so that the field of stars is right at the top of the staff, except when the Flag flies at half-staff.

# Blackhawk Area Council



## FLAG QUIZ:

1. What is the official name of the flag?
2. The American Flag has a nickname. What is it?
3. What do the colors of the flag represent?
4. How many white stripes are on the flag?
5. When is Flag Day?
6. How should you show respect to the flag when it passes in front of you in a parade if you don't have your scout uniform on?
7. How should you show respect to the flag when it passes in front of you in a parade if you have your scout uniform on?
8. What does it mean when the flag is flown at half mast?
9. What does it mean when the flag is flown upside down?
10. What should be done with a flag when it is worn out?

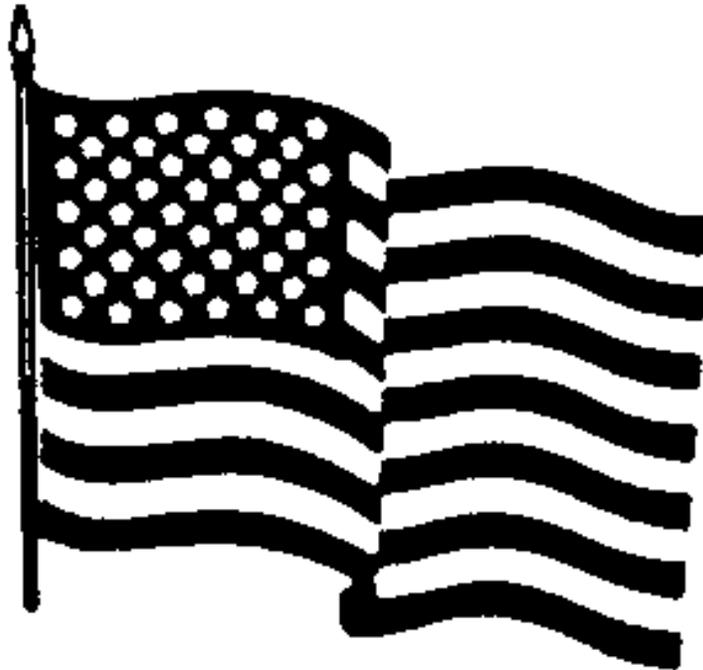
## ANSWERS:

1. The flag of the United States of America.
2. The flag is nicknamed "Old Glory".
3. Blue is justice; white is purity, red is the blood of those who died for their country.
4. The flag has six white stripes.
5. June 14th
6. Stand at attention, place your right hand over your heart (if you have a hat, take it off and place it over your left shoulder) until the flag has passed.
7. Stand at attention and salute until the flag has passed.
8. The flag is flown at half mast to show a period of mourning for an important person who has died.
9. The flag is flown upside down as a distress signal.
10. The flag should be completely destroyed reverently, privately, and completely, preferably by burning or some other method which does not have any suggestions of irreverence or disrespect.

**CITIZENSHIP RACE:** Two teams face each other with a wide space between them. The leader asks each player a question about the Declaration of Independence, the Star Spangled Banner, The President, Vice-President, Governor, or other fitting subjects. A correct answer entitles that team to move one step forward. An incorrect answer passes the question to the other team. The team to cross the other team's starting line first wins

**FAMOUS PEOPLE SAME:** Have one of the Webelos describe a person, what that person does, or other characteristics of that person without actually telling who the person is. The first boy to correctly identify the person gets the chance to have the other boys guess who his person is. (The difficulty is in giving enough information to allow people to recognize the person without telling too much about the person.) If all of the boys fail to recognize the person from the first description, the boy gives a little more information about the person. A variation of this is to have the boys draw a name out of a hat and use that as their person to describe (i.e., the President, Vice-President, Governor, etc.).

# Blackhawk Area Council



## THE FLAG SPEAKS

Born during the nation's infancy, I have grown with it, my stars increasing in number....the domain over which I wave, expanding until the sun on my flying folds never sets.

Filled with significance are my colors of red, white, and blue into which have been woven the strength and courage of American manhood, the love and loyalty of American womanhood.

Stirring are the stories of my stars and stripes.

I represent the Declaration of Independence,

I stand for the Constitution of the United States of America.

I reflect the wealth and grandeur of this great land of Opportunity.

I signify the Law of the land.

I tell the achievements and progress of the American people in art and science, culture and literature, invention and commerce, trade and industry.

I stand for peace and good will among the nations of the world.

I believe in tolerance.

I am the badge of the nation's Greatness, and the emblem of its Destiny.

Threaten Me and Millions Will Spring to My Defense.

I AM THE AMERICAN FLAG



# Outdoor Activities

# Blackhawk Area Council



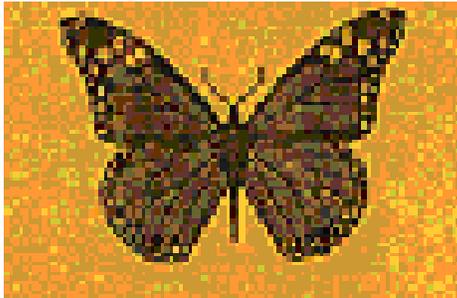
## Notes

# Blackhawk Area Council



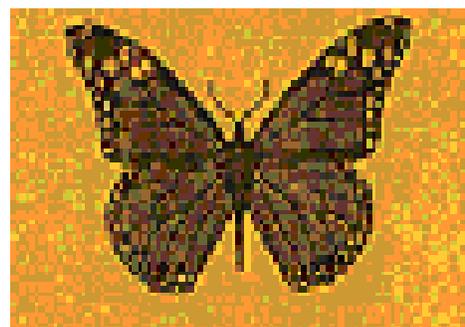
## Birds, Bees, Bugs and Boys Outdoor activities for the Tiger, Wolf and Bear Cub Scouts

By Carolyn McBride, White Eagle District Pack 289 presently the Committee Chair



## Butterfly in the Wind

A Cub Scout is a  
Butterfly in the wind:  
Some can fly higher  
Than others,  
But each one flies the  
Best that he can.  
Why compare one  
Against the other?  
Each Cub is different.  
Each Cub is special.  
Each Cub is beautiful.



# Blackhawk Area Council



## SCOUTING IS OUTING

“OUTING” is an important part of the word “Scouting”. Cub Scout leaders have an opportunity to help Cub Scouts prepare for the outdoor activities they will enjoy later as Boy Scouts. “Outing” is a fundamental part of the Scouting program, with various outdoor opportunities approved according to age level.

Each step in the outdoor program leads to the next higher step. A boy’s outdoor experience in Cub Scouting determines to a large degree how much he will enjoy later experience in the troop. It is our challenge as Cub Scout leaders to set the stage in the proper way.

Cub Scouts are explorers by nature. The outdoor program helps open up the world around them. As boys hike, explore, and run, they are learning about God’s beautiful world and the importance of conserving natural resources. As they take part in sports and games, they learn the values of physical fitness and good sportsmanship. While they are having fun in the outdoors, they are learning important human values and growing strong in mind and body.

Outdoor den meetings can be family adventures in backyards or community parks. Cub Scouts make their own outdoor games, improvise sleeping equipment for backyard camping and make nature collections. They learn to help plan and prepare for family camping experiences, picnics, and trips.

Outdoor pack functions should be adapted to the facilities available. Make good use of rural facilities, Scout and church camps, as well as city and county parks and recreation areas.

## LEADER’S OUTDOOR ACTIVITY SURVIVAL KIT

- ❖ Approved Local Tour Permit.
- ❖ A minimum of two adults at every outing (BSA Policy).
- ❖ Permission slips and emergency medical treatment release forms for each boy, signed by parent.
- ❖ Transportation in properly insured vehicles. Each boy must have and use his own seat belt.
- ❖ First Aid Kit designed for a group.

# Blackhawk Area Council



## TIPS FOR DEN LEADERS

- Always plan the den meeting in advance.
- Never discipline under the influence of anger. If you do this, you will tend to inflict more punishment than discipline.
- Do not create impossible goals for your Cub Scouts. A boy's spirit must never be crushed in the event of failure.
- Teach the boys self-respect and respect for others. Acquaint them with the meaning of the Golden Rule.
- Insist on attention while you are talking. Use the Cub Scout sign.
- Praise in public; criticize in private.
- Keep the den meetings going at a fast pace. Alternate active and quiet.
- Give boys responsibility and expect them to meet it. Troublemakers are often motivated by a need for attention.
- Get everyone into uniform. A uniformed den and den leader have much better discipline and pride.
- Put yourself in the position of the boys. Would you be able to pay attention to a lengthy lecture after a day at school?
- Be fair and consistent with discipline, especially with your own son. Don't permit one boy to do something you would discipline another boy for doing.
- Always mean what you say.
- Get to know each boy. Problem situations often stem from his home situation.
- Be firm in a friendly manner.

1986 Tri-District Pow-Wow Book

## NUMBERS

This is a kind of Blind man's Bluff. Choose someone to be "it". He wears a blindfold and stands in the middle of a circle. All of the other boys sit on the floor around him. Each player takes a number beginning with 1 and going up. "It" calls out two numbers. The players with those numbers must change places. They move very quietly and tiptoe across the circle without letting "it" catch them. If they reach their new places without being tagged, everyone claps and "it" calls out two more numbers. When a player is caught, he becomes "it" the next round.

1988 Tri-District Pow-Wow Book  
(Mauh-Nah-Tee-See, Sinnissippi, & Winnebago Districts)

# Blackhawk Area Council



## USE A RUN-ON FOR FUN

- Why did the turtle cross the road? To get to the shell station!
- Why didn't the skeleton cross the road? Because he didn't have the guts!
- Why did the ghost like to go disco dancing? Because he was a boogie man!
- What is Dracula's favorite kind of boat? A blood vessel!
- What did one cockroach say to the other cockroach? You bug me!
- What runs over the floor in the day time and stands in the corner at night? A broom!
- Why do children have to go to school? Because the school won't come to them!
- What do workers in a watch factory do? Sit around all day and make faces!
- What goes up a chimney down, but won't go up a chimney up? An umbrella!
- What insect is as smart as a talking horse? A spelling bee!
- What goes all the way from LA to New York without moving an inch? The highway!
- Why did you eat that dollar bill? It was my lunch money!
- Why do baseball fields last longer than football fields? Because diamonds are forever!
- What kind of snake does a great job on windows? A window viper!
- Why did the rabbits go on strike? They wanted a raise in celery!
- When life is going badly what can you always count on? Your fingers!
- What's the difference between the land and the ocean?  
The land is dirty but the ocean is tide-y!
- What do you get when you cross a homing pigeon with a woodpecker?  
A bird that not only carries messages, but also one that knocks on doors!
- What has a foot on each end and one in the middle? A yardstick!
- What is the difference between a sewing machine and a kiss?  
One sews seams nice, the other seems so nice!
- What never asks a question yet often has to be answered? A telephone!
- Why is it dangerous to walk in the grass? The grass is full of blades!

1990 Great Trail Council Pow-Wow Book

# Blackhawk Area Council



## BIRDS FLY STUNT

The audience stands, placing hands under arms, wing fashion. The leader says that various animals fly. Players make flying motions with their elbows if the animal flies. They remain motionless if the animal named does not fly. When any of the group makes a false move or motions, he sits down. To add to the confusion, the leader should call names rapidly and move his elbows every time.

## BIRD HUNT

Have everyone stand in a circle. Pin a slip of paper, bearing the name of a common bird, on the back of each boy. Give each boy a pencil and paper for writing down the names of birds. The object is to get as many names as possible, while avoiding letting other players see the name on your back. Boys should not stand next to walls to hide names. Boy with the longest list wins.

## STEPPING STONES

Shirt cardboards make handy “stepping stones” for this game. You can also use the cardboard from cereal boxes; or single newspaper sheets folded in half. Scatter the stones in a crooked line from one end of the room to the other, placing them at unequal distances – some close together, some far apart. Each player, balancing a ruler on his or head, must step from one stone to the next without losing balance or ruler, or stepping anywhere but on the cardboard.

## BOXING BOTTLE CAPS

Place a long table close to the wall, length facing out. On the table, right up to the wall, place an empty, coverless egg carton. Players stand two feet away from the table, try to toss bottle caps into the egg compartments. Each player gets five bottle caps, scores five points for each cap that lands in any one of the four corner compartments, one point for each cap landing in any one of the other eight sections.

## FEATHER HAT

NEED: Paper plates, ribbon, feathers  
OBJECT: To keep feathers in place

Each player must wear a feather hat to the store. The hat is a paper plate fastened with ribbon ties. Leader places five fluffy feathers on the plate and times players' trip to finish line or end of room and back. Winner makes trip in least time, losing fewer feathers. May be used as a relay.

# Blackhawk Area Council



## HIKING GAMES ARE LOTS OF FUN

When did you last watch a colony of ants? Or investigate a hollow tree? Or walk an unbeaten path? These are a few of the things that you rediscover when you go hiking. The fun of hiking lies in observing everything around you as you walk. Try some of the games listed below on your next hike, then make up some of your own.

Obstacle Course – Some boys have never climbed a tree, walked a log, gone through a fence, chinned themselves on a tree branch. To give them this experience, pick a trail which will provide such an obstacle course. Don't destroy any property or trespass.

Once Around the Block – Hikers go 'once around the block'; then their observations are tested. Who has seen the most round things? What kinds of trees were seen? What did you see that was orange? Etc.

Night Hike – In areas where it is safe to go walking at night, try a hike after dark. Flashlights may be carried. See how different things look, smell and sound at night. Being out in the unfamiliar dark is an adventure in itself.

Big Game Hunt – See how many different animals you can find. Decide ahead of time if birds and insects are to be included. Boys will learn to identify different species.

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.

Come to Your Senses – Hike, stopping often to see, hear, feel, smell, and, with caution, taste things along the way. Feeling is a special delight; touch the bark of trees, moss, and flower petals. Sniff the air for things you never smelled before. Listen for sounds you might never have heard otherwise.

A Wonder-Full Hike – At each destination point or rest stop, each person tells of the "most wonderful" thing he has seen on the way. Stops can be as frequent as you desire.

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

Craft Hunt – Look for and collect natural craft materials: cones, driftwood, seed pods, dried weeds, stones, etc. (Don't take living materials, for many plants will die if uprooted.) You will have fun hunting and will enjoy making things from your materials later.

1976 Chicago Area Council Pow-Wow Book

# Blackhawk Area Council



## KICKING STICKS

Lay about ten sticks in a row on the ground, easy hopping distance apart, and as many rows as there are players. At the starting signal the players start at one end of the row and hop over the sticks in the line, only one foot touching the ground at a time. When the end of the line is reached, the last stick is kicked away, and the player hops back to his starting point. As soon as he reaches the first stick, that too is kicked away, and he continues backward and forward until one stick only remains. The player who first kicks them all away, except the last one, wins.

1977 Arrowhead Council Pow-Wow Book

## FIRE IN THE FOREST

Here is a good gym or outdoor game to keep Cubs alert. It needs no equipment other than a whistle. A circle about 50 feet in diameter is marked out. Place Cubs at intervals on the circumference, all facing in the same direction, around the circle. They will pretend to be animals racing for their lives from a forest fire. When the whistle blows, all run. If a Cub is passed by another, he is burned and drops out. Unexpected blasts of the whistle indicate falling trees, and all reverse their direction around the circle. Over eager Cubs may be caught unless they are really on their toes. Those who are burned sit down in the center of the circle.

1977 Arrowhead Council Pow-Wow Book

## NATURE GAMES

One-Leaf Trail: A trail is laid using one kind of leaf as a marker and letting the stem point in the direction to be followed. At the end of the trail, the players hunt for the tree whose leaves were used.

Autumn Leaves: Den is divided into two teams that line up on opposite sides of a chalk line on which a dozen or so leaves are laid. On signal, both teams attempt to blow the leaves across to the other's territory. The winning team has the fewest leaves on their side at the end of 2 minutes.

Spotting Mother Nature: Use this game to develop nature and conservation skills, alertness and conservation. Ask the Cubs to watch for things that grow, crawl and fly and make a list of them. The Cub with the most items on his list wins. This could be done during a nature hike.

Animal Hunt: Place a small toy animal somewhere in the play area and tell the Cub Scouts to start looking for it. When a Cub sees it, he sits down quietly and does not disclose the animal's location.

1976 Great Salt Lake Council Pow-Wow Book

# Blackhawk Area Council



## NATURE QUIZ

1. How can a beaver tell in which direction the tree which he is felling will fall?
2. There are some 650,000 types of insects in the world. Yet, if a biologist were told that an insect was looking at him over its shoulder, he would be able, without looking, to name the insect. Can you?
3. If two male and two female mosquitoes were in your tent, ready to begin feasting as soon as you put out the light, which would bite you first, the male or the female?
4. How do squirrels manage to find most of the nuts they bury for safe keeping until they're ready to eat them?
5. Which gay little male bird falls in love in late winter and turns somersaults on the branches to impress his girlfriend?
6. Why should the gray squirrel be classed as a good scout?
7. Quite a few animals whistle as well as birds. Can you name just three of the more common ones?
8. What small amphibian animal uses its eyes to help it swallow its food?
9. Does the light of the male glow worm shine brighter than that of the female?
10. Which is the flower on the cornstalk – the tassel or the silk?

### Nature Quiz Answers

1. Unfortunately he can't. Many of them are found crushed under the tree which they have felled.
2. The praying mantis is the only insect known which can look over its shoulder.
3. Only female mosquitoes bite you. The male prefers fruit and vegetable juices to blood.
4. They don't. Many of the walnuts and other nut trees in the U.S. grow from nuts which squirrels have buried but could not find.
5. The gallant little chickadee, a small bird of the titmouse family, forgets the cold when he hears the call of Cupid.
6. Because he always spies on you from the other side of a tree.
7. Among the whistling animals are the ground hog (woodchuck), chipmunk, deer, bat, gopher, hare and otter.
8. The toad uses its eyes to help shove a large insect and other tasty bites down its throat. The funny faces it makes while doing so are worth watching.
9. It doesn't. The fact is the male glow worm has no light. Only the wingless female carries a light to attract its flying mate.
10. Both are flowers. The tassel is the male flower and the silk is the female flower.

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Blackhawk Area Council

# Blackhawk Area Council



## THE SPIDERS' PLIGHT

Characters: Fiddleback Spider – musician spider with cardboard fiddle on his back,  
black yarn hair hanging down.  
Tarantula – a lady spider with a furry body.  
Daddy Long Legs – an old spider with plaid vest and glasses.  
Black Widow Spider – she is all black with lace hanky, weeping.  
Can of Raid Announcer – wears cardboard carton painted like Raid can.

ANNOUNCER: If you've never talked to spiders,  
Then for you we have a treat,  
We've asked here as our guests tonight ....  
Four of the most elite.

FIDDLEBACK: A spider's life is not too great,  
Too often stepped on is our fate. (Big sigh)  
For instance, I'm a Fiddleback (turns around to show fiddle)  
For making friends I have no knack.

TARANTULA: Lady Tarantula is my name,  
I'm a jumper of great fame.  
But alas, whene'er I'm seen,  
People can get downright mean.

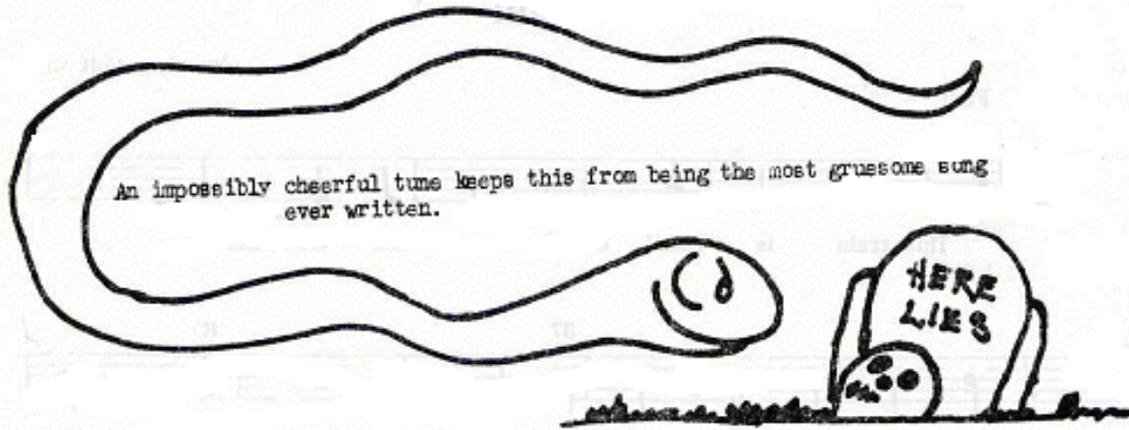
DADDY LONG LEGS: A Daddy Long Legs is my gender,  
Your garden's growth I'd never hinder....  
Occasionally I have a bout  
With bad, bad boys...but not Cub Scouts.

BLACK WIDOW: And I'm a poor Black Widow  
Six husbands I've had in a bunch...(weeping)  
Although I loved them all dearly,  
I always ate them for lunch...(weeping)  
(She moves to join Daddy Long legs and looks at him  
hungrily)

RAID CAN: I'm the hero of this story  
As you can see, my name is Raid....  
I am death on bugs and spiders,  
When they see me, they all fade. (He bows and is  
immediately grabbed by all the spiders and shoved  
offstage as they shout:)

ALL SPIDERS: Grab him..get him..he's not going to get away with it this  
time. (All spiders run back to stage center and say:)  
We spiders here have had enough  
Of bug sprays that think they're tough,  
So when you step on one of our brothers  
You'd better watch out ... there may be others.  
(Spiders bow to each other...exit in pairs)

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An impossibly cheerful tune keeps this from being the most gruesome song ever written.



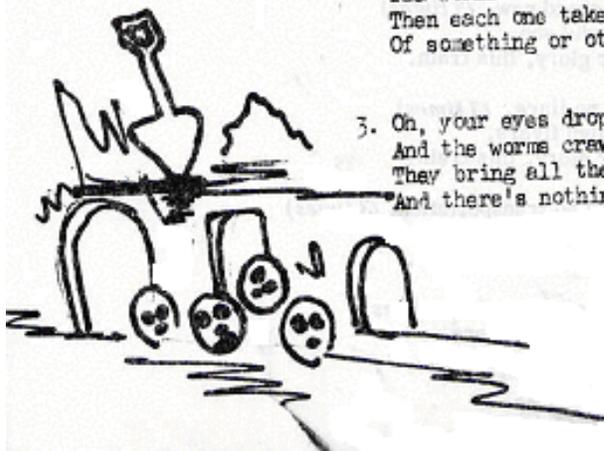
1. Did you ev - er think, as the hearse rolls by. That  
men with shov - els will \_\_\_ stand a round; They'll



soon - er or la - ter you're go - ing to die. And she  
shov - el you in - to that cold, \_\_\_ wet ground. 2. Oh, the 3. through with you!

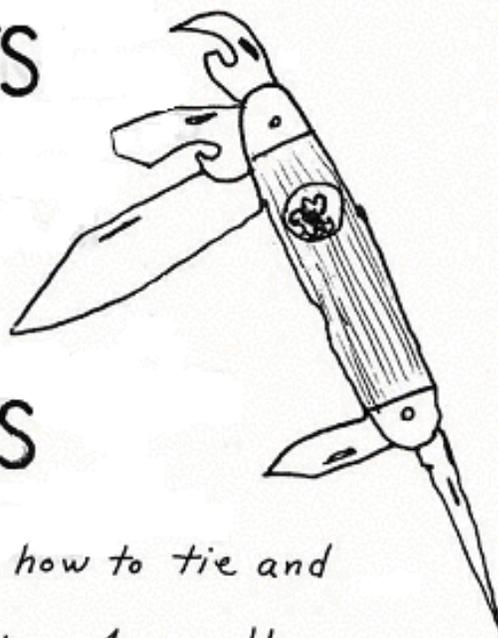
2. Oh, the worms crawl in and the worms crawl out;  
The worms crawl everywhere round about.  
Then each one takes just a bite or two  
Of something or other that used to be you.

3. Oh, your eyes drop out and your teeth fall in,  
And the worms crawl over your mouth and your chin.  
They bring all their friends and their friends' friend too,  
And there's nothing much left when they're through with you!





# KNOTS AND KNIVES



A good Scout knows how to tie and use several basic knots. Among them are the square knot, half hitch, slip knot, and bowline to name a few.

The tests of a good knot are:

1. Does it serve its purpose?
2. Does it hold until untied?
3. Is it easily tied?
4. Is it easily untied?

Now use a six-foot piece of rope and practice tying each knot. Remember a good scout can tie them in the dark. He may need to!



# SAFETY RULES

1. *A knife is not a toy*
2. *Know how to sharpen a knife. A sharp knife is safer because it is less likely to slip and cut you.*
3. *Keep the blade clean.*
4. *Never carry an open knife in your hand.*
5. *When you are done using your knife close it and put it away*
6. *Keep your knife dry*
7. *When you are using the cutting blade, do not try to make big shavings or chips  
Easy does it.*

*A safety tip: Never relinquish control of a knife until the other person says "Thank you".  
Then you know he has control of the knife.*



## OPTICAL ILLUSIONS

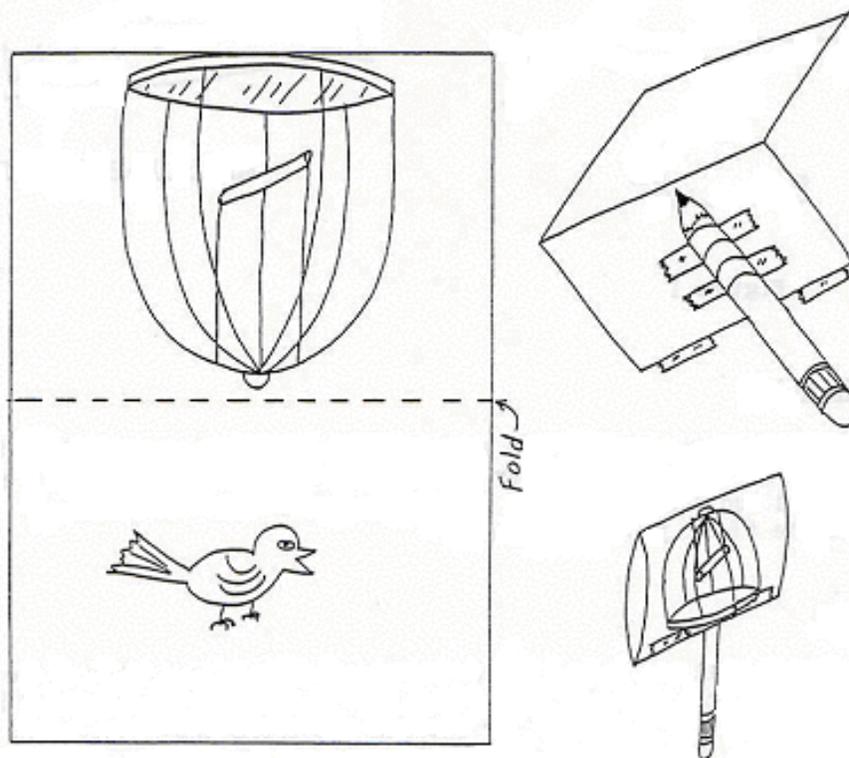
### THE MAGIC FLOWER

**NEEDED:** A bright light and two pieces of paper. On one color a flower with green petals and a red stem and leaves.

Place the two pieces of paper under the bright light, or in sunlight. Have a friend stare at the flower while you count to twenty-five. Then have him look at the blank piece of paper. He will see a RED flower with a GREEN stem and leaves magically appear!

### The Bird In A Cage

**Before you begin:** Take a 4 x 6 inch index card and fold it in half lengthwise. On one half draw a picture of a bird. On the other half draw a picture of a cage (as shown in illustration). Then fold the card over a pencil and tape it in place. To get the bird into the cage take the pencil between your palms and roll it quickly back and forth.





## SHOWY GIANT INSECTS

These insects are fun to make. Suspend from thread to put in flight.

Use wooden clothespins for bodies and colored tissue for transparent wings. For each insect, draw wings on tissue. Then, add markings unique to each insect. Next, spray with clear lacquer. While wet, cover with another sheet of tissue. For strength and transparency, spray both sides of doubled tissue. Let dry. Cut out wings. For legs, shape six pipe cleaners. Glue legs and wings to clothespin. Add sequins or beads for eyes. Make antennae by gluing strands of thread together. Spray with lacquer.

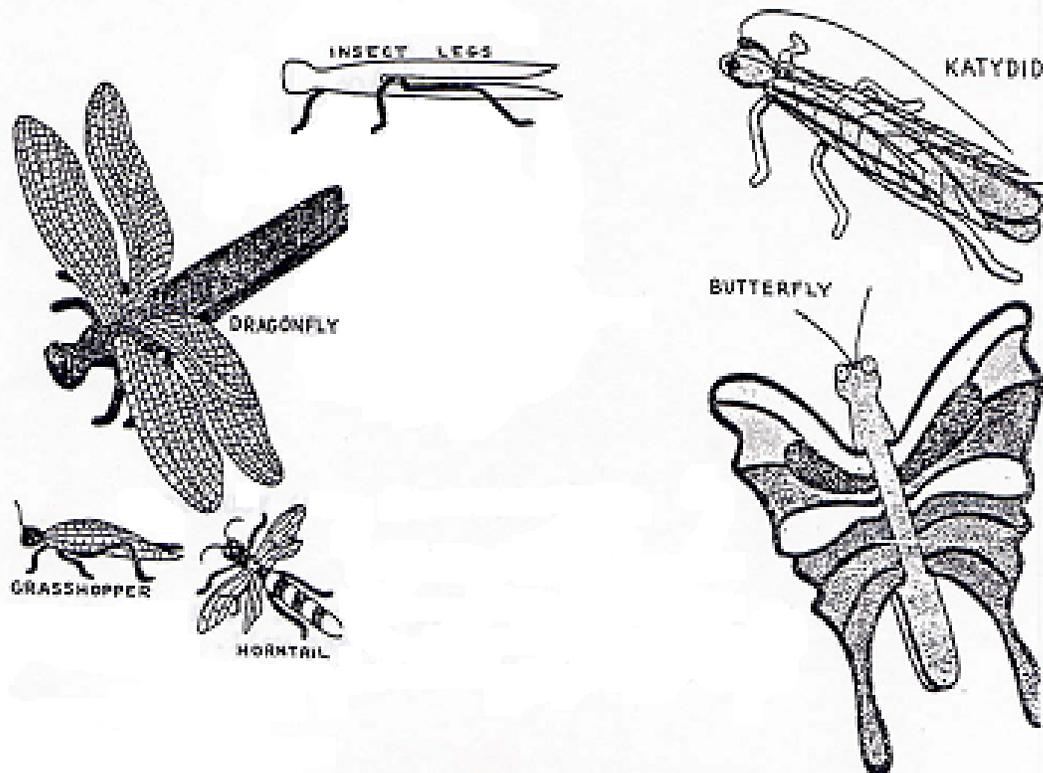
Katydid: Paint clothespin green, and use green tissue paper, making wings almost as long as body. Use a ballpoint pen to draw on veins.

Butterfly: Paint clothespin brightly and use white tissue. Draw wide separations with ballpoint pen or tempera. Color with vivid chalk.

Dragonfly: Paint clothespin a dark color. Draw veins on white tissue, about 3" long for each wing.

Grasshopper: Paint clothespin brown. Use either white or yellow tissue for wings and draw on veins.

Horntail: Paint clothespin a dark color and add yellow stripes. Use yellow tissue for wings, with back wings shorter than front wings. Paint on brown markings.



Northwest Suburban Council 1990 Pow Wow



## BUG BOX CAGE

**MOST BOYS OF ALL AGES LIKE TO LOOK AT BUGS AND THERE IS EVEN REQUIREMENTS THAT CAN BE EARNED WHILE YOUR SCOUTS ENJOY THEMSELVES IN MAKING AND USING A BUG CAGE.**

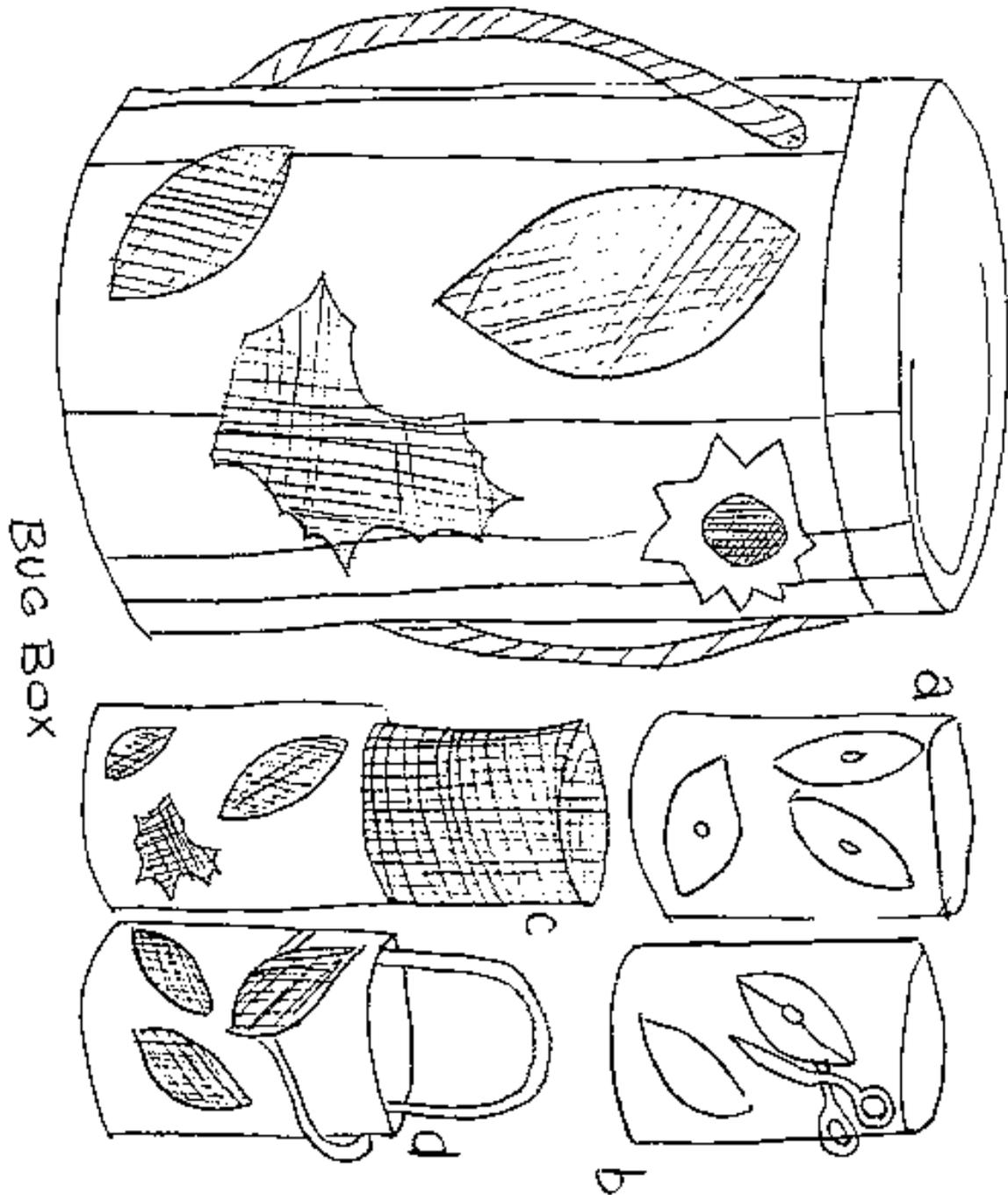
### THINGS YOU NEED:

**1 ROUND BOX (LIKE AN OATMEAL BOX OR SNACK FOOD CAN)  
PIECE OF SCREENING,  
PENCIL  
SCISSORS  
YARN OR CORD  
CRAYONS OR COLORED FELT-TIPPED MARKERS  
POSTER PAINTS**

### LET'S BEGIN

- 1. PAINT AN EMPTY ROUND SHAPED BOX A LIGHT COLOR WITH POSTER PAINTS. LET THE BOX DRY.**
- 2. DRAW LEAF SHAPES ON THE BOX WITH A PENCIL.**
- 3. POKE A HOLE IN THE CENTER OF EACH LEAF WITH A PENCIL, FIG. A.**
- \*\*\*\* 4. PUT ONE BLADE OF A PAIR OF SCISSORS INTO EACH HOLE, AND CUT OUT THE LEAVES FROM THE BOX, FIG. B.**
- \*\*\*\* 5. CUT A PIECE OF SCREENING. PLASTIC IS BEST. IT SHOULD BE AS TALL AS THE BOX AND LONG ENOUGH TO FIT AROUND THE INSIDE.**
- 6. ROLL THE SCREENING, AND FIT IT INTO THE BOX, FIG. C.**
- 7. POKE A HOLE ON BOTH SIDES OF THE BOX NEAR THE TOP. USE A PENCIL.**
- 8. THREAD A LONG PIECE OF CORD OR YARN THROUGH BOTH HOLES.**
- 9. TIE BOTH ENDS TOGETHER, FIG. D.**
- 10. PULL THE CORD SO YOU CAN PUT THE COVER ON THE BOX.**
- 11. DRAW A SUN, OR CLOUDS ON THE BOX WITH CRAYONS OR COLORED FELT-TIPPED MARKERS. DON'T FORGET TO KEEP THE LID ON THE BOX WHEN BUGS ARE INSIDE.**

Northwest Suburban Council 1990 Pow Wow

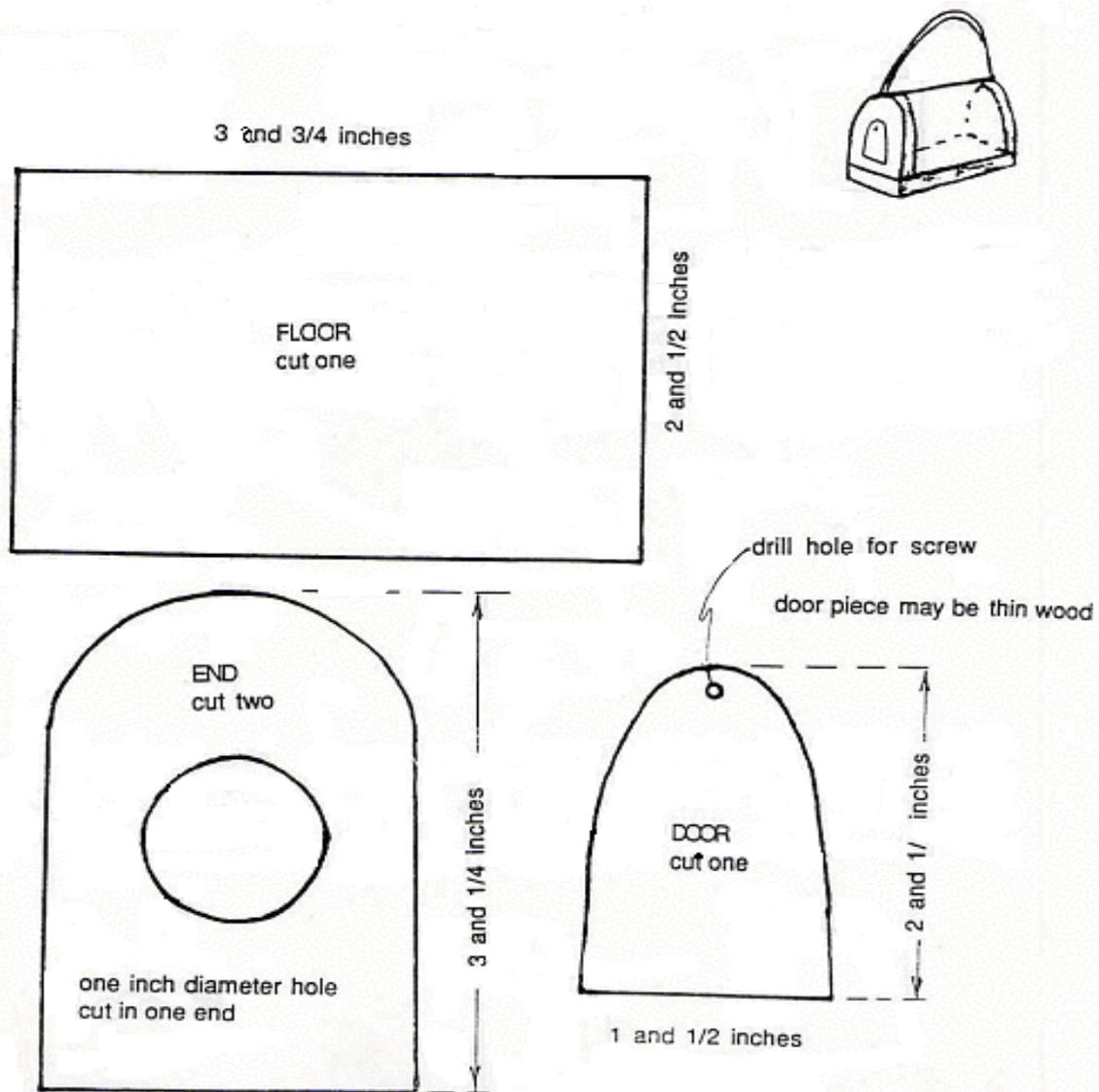


Northwest Suburban Council: 1990 Pow Wow



## CRITTER CAGE

1. Use one inch thick lumber.
2. Need piece of screening, about 4" by 11".
3. Use the actual size patterns on this page.
4. Drill a small hole at the top of the door piece. Attach it to the end piece with the hole cut in it. Do not tighten the screw; leave it loose so that the door can move easily.
5. Nail the end pieces to the floor piece.
6. Use staples or small nails to attach the screening; turn edges under.
7. A rope handle is optional.



# Blackhawk Area Council



## “LORD BADEN-POWELL’S FAREWELL MESSAGE”

(This letter was found among Baden-Powell’s papers after his death January 8, 1941)

Dear Scouts,

If you have ever seen the play “Peter Pan”, you will remember how the pirate chief was always making his dying speech because he was afraid that possibly when the time came for him to die, he might not have time to get it off his chest. It is much the same with me and so, although I am not at this moment dying, I shall be doing so one of these days and I want to send you a parting word of good-bye.

Remember, it is the last you will ever hear from me, so think it over.

I have had a most happy life, and I want each one of you to have as happy a life, too.

I believe that God put us in this jolly world to be happy and to enjoy life. Happiness doesn’t come from being rich or merely from being successful in your career nor by self-indulgence. One step toward happiness is to make yourself healthy and strong while you are a boy, so that you can be useful and can enjoy life when you are a man.

Nature study will show you how full of beautiful and wonderful things God has made the world, for you to enjoy. Be contented with what you have got and make the best of it. Look on the bright side of things instead of the gloomy one.

But the real way to get happiness is by giving out happiness to other people. Try and leave this world a little better than when you found it; and, when your turn comes to die, you can die happy in feeling that at any rate you have not wasted your time but have done your best. “Be prepared” in this way to live happy and to die happy – stick to your Scout promise always – even after you have ceased to be a boy – and God help you to do it.

Your friend,

Baden-Powell

1976 Chicago Area Council Pow-Wow Book



# Skits & Stunts

# Blackhawk Area Council



## **SKITS-A-MAZOO !!**

(From the Northeast Region, Akela Calls 2000)

What is a skit?

What it can be used for?

When do you use a skit?

How it can it help fulfill the Purposes of Cub Scouting?

Most of all skits are fun...fun to write, fun to do, and fun to watch.

Skits are defined as short dramas of a serious or funny nature. They are performed at pack meeting and are appealing to boys of Cub Scout age and to adults who like to have fun.

Skits challenge a boy's imagination. He just doesn't play a pirate...he *is* a buccaneer sailing under the Jolly Roger.

Dramatics are important in the growth of boys because it gives them an outlet for the "let's pretend" part of their character. It gives the boys a chance for creative expression rather than imitations or exhibitionism. Skits let a boys express his choice of characters and develop his power of observation by helping him recognize the desirable characteristics in the people he sees. They let him play the parts he has always dreamed of...

Skits create in him the desire to improve his own interpretation of other people.

You can expect an increase in the boy's powers of observation through skits and also a gradual diminishing of self-consciousness.

Skits are not difficult to write but do require a bit of imagination and creativeness. Often the boys in your den are a good source of supply for new ideas. Get their ideas, jot them down and then condense them into a short skit. The boys can make props and simple costumes; the parents can help with these, too.

# Blackhawk Area Council



## THINGS TO AVOID

1. Dramatization of undesirable characters. (Drunkards, drug users, etc.)
2. Allowing a Cub to attempt a characterization which is too difficult for him, causing him to be embarrassed or discouraged.
3. Criticism which makes no attempt to suggest a better way out.
4. The tendency of the more capable Cubs to do all the work.
5. Gray areas..... cross gender characterizations, "picking on" or "singling out" (surprise water dumps), racial stereotypes, demeaning characterizations, bodily functions.....and (depending on how it is done)....underwear.

Remember - sometimes it's not WHAT is done, it's HOW it is done that makes it a "gray area"..... remember the self-esteem of the boy, and the respect for the audience.

## Make-Up, Props, Costumes, and Sound Effects Tips

An eyebrow pencil can be used to darken or change the shape of eyebrows, to line the eyes, to make freckles, moustaches, sideburns, beards, and wrinkles.

Beards can be made with coffee grounds applied over a layer of Vaseline or cold cream.

Cornstarch powder in the hair makes characters look older. Hair usually begins to gray at the temples first. You can also use talcum powder.

A wig can be made by pulling an old stocking down over your hair and ears. Tie it off and cut off the excess. Use scotch tape to fasten colored cotton balls all over the stocking.

Scenery for skits... Scenery should be made from corrugated cardboard. Use latex or tempera paints to decorate as needed. Do not paint on over printing on the box. It will show through.

# Blackhawk Area Council



Alternatively, you can just explain to the audience beforehand, "Here is the bedroom..." and so forth, or "This is the Mississippi River...". Use the power of suggestion!

Acting the part... Too look old, walk with your feet about 8 inches apart. Too walk with a limp, place a ball of paper in your shoe.

If you plan to use sound effects in your skit, it is important to have access to a microphone. Check with the facility where you are holding your pack meetings. Most rental stores carry karaoke sound machines. Also, you can pre-record your sounds on an audio cassette and play them back when needed (do I see a den meeting idea here?).

- Airplane: Heavy paper striking blades of electric fan.
- Auto brakes: Slide a drinking glass across a pane of glass.
- Boat whistle: A wooden or plastic spool, a 3/4" strip of balloon and a rubber band. Fasten the balloon over the hole in one end of the spool. Wrap rubber band around spool over the ends of the balloon and pull the balloon tight. Blow into open end of spool.
- Crashes: (a) Fill a wooden box with broken glass and a few stones, then nail it shut. Tip the end of the box to create various kinds of crash sounds. (b) Drop two pie pans taped together with mason jar lids inside.
- Creaking door or animal roar: Use a coffee can. Tie a string in the center of a pencil and rub string with violin resin. Punch a hole in the container, place the pencil inside and pull the string out through the hole.
- Drag fingernails along the string to produce noise.
- Crickets chirping: Run a fingernail over a fine-tooth comb.
- Door slam: Slam two hardback books together.
- Fire: Crumple and twist cellophane into a ball and then release it.
- Gong: Hit a pan with a metal spoon.
- Gurgling stream or boiling liquid: Put a straw in a cup of water and blow hard.
- Hail: Pour rice on an upside down flat cake pan.
- Horse hooves: Alternately tap two inverted cups or bowls on a wood floor or board.
- Knock at door: Hit a half-gallon plastic milk jug on the end with a rubber spatula.

# Blackhawk Area Council



- Lightning: Grasp a metal cookie sheet on one end, placing your thumb on the underside. Shake the cookie sheet so it vibrates. Bang it against the knee for an occasional loud thunderclap.
- Pistol shot: (a) A rubber band is stretched around the center of a small foil pie pan. Pull out the band from bottom of pan and release. (b) Snap a yardstick or thin board on a hard surface.
- Puppy dog: Blow up a balloon. With first 2 fingers of both hands stretch neck of balloon, slowly releasing air.
- Rain: Fill a soup can 1/3-full of dry peas or beans. Roll the can slowly on a table.
- Running water: A wooden box 1 foot x 2 foot x 2 inches is fitted with tin on bottom and ends. Finishing nails are driven into the bottom and ends in a 1 inch diamond pattern. Place a small amount of BB's into box. Tilt to make noise.
- Rustling in underbrush: Crush broom straw.
- Sword fight: Holding an aluminum cookie sheet in one hand, hit it with a metal spoon.
- Telephone ring: Use a bicycle bell.

## **KISMIF**

Simple skits, simple costumes and simple props well done are always more impressive than elaborate ones done poorly. A simple sign can often do wonders...it turns a box into a wagon, car, boat, plane, etc. It can even turn a boy into a tree. Large pieces of corrugated cardboard can be found at furniture stores, appliance stores, and grocery stores.

Fun makes a good skit. More skits and more fun mean more attendance at pack meeting. Whether the theme is serious or humorous, the skit must be fun for the boys.

1. Keep it simple.
2. Subject matter.- The content is important, whether serious or funny.
3. Keep it short. 90 seconds is best; 3 to 5 minutes at the most.
4. Avoid long memorized dialogue. Pantomimes are great.
5. Know the type of stage – is it an open floor, platform at one end of the room, or a regular stage?
6. Know what kind of lighting you'll have and what special effects you can use.

# Blackhawk Area Council



7. Use simple scenery, props, and costumes.
8. Let every boy take a part.
9. Use stage directions liberally – tell who goes where and does what.
10. Make your audience hear. Boys should speak slowly, clearly, loudly. If the audience laughs or applauds, actors should pause before continuing their lines.
11. Know 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 planning a skit.
12. Remember, the audience must like your skit. Write it to fit them.

## RESOURCES

Where do we find skits? All around us, in books, web sites, emails, jokes and in the dark recesses of our minds.

Joke books, old Boys Life magazines, Reader's Digest.....history.. who hasn't seen the Unknown Scout lead William Boyce through the London fog?

Your fellow Scouters..... Events like Pow Wow, Akela Calls.....

And most especially in our Cubs!

# Blackhawk Area Council



## AMERICAN FOLK TALE SKIT

Narrator: America's history is full of colorful characters. I'm sure you've heard of many that you couldn't even begin to count them. But we also know that much of our country's history wasn't written down until many years had passed. Memories fade as time goes by. Now...we're not calling our historians liars...but...things were not always the way they told us. Take, for instance, the Burro Express rider.

Rider: (enters pulling the burro) "Come on Speedy, those Cub Scouters at Akela Calls are waiting for their Mail.

Narrator: "Excuse me sir? Why do you call your burro Speedy?"

Rider: Why, this here is the fastest burro in the west.

Narrator: "How fast is he?"

Rider: "Why, he's so fast he can dance his shoes off! (Burro dances, and removes his shoes and tosses them into the crowd and they leave.)

Narrator: And there's always the legend of Rip Van Winkle. It's really quite unlikely that he could sleep for forty whole years.

Rip Van W.: (entering) Sleep? Did I hear someone mention sleep. Oh, I'd love to get some sleep!

Narrator: Have a hard day Rip?

Rip Van W.: Day, day he says! Days is more like it. Ever since those Cub Scouters came to town, I haven't slept a wink. They keep knocking things over and tripping over things. And you should hear them laugh.

Narrator: Poor Rip, I guess he could use forty years sleep now.

Chef: (entering eating an ice cream cone)

Narrator: Boy that ice cream looks good. Where can I get some?

Chef: Down the road at Custard's Last Stand.

Wild Bill (hiccupping as he enters)

Narrator: Who are you, sir?

Wild Bill: Why, I'm (hiccup) Wild Bill (hiccup)

Narrator: Wild Bill Hiccup! Imagine meeting you!

Wild Bill (hiccupping as he exits)

Narrator: And that's just some of the (hiccup) ...excuse me...just some of the many colorful charact- (hiccup)...sorry...some of the many color- (hiccup)...(hiccup)...Oh...(hiccup)...now he's got me doing it! (hiccup)

# Blackhawk Area Council



## THE ANTS

Characters: 6 to 8 Cub Scouts                      Props: Paper sacks    Setting: Skit opens with boys standing together in a backyard. (Cardboard cutout trees and bushes could be used. )

1st Cub: Gee, there's nothing to do.

2nd Cub: Yeah, I know.

3rd Cub: Hey, let's have a backyard picnic.

All: Yeah!

2nd Cub: I'll bring the potato chips.

3rd Cub: I'll bring the hot dogs.

4th Cub: I'll bring the hot dog buns.

5th Cub: I'll bring the drinks.

6th Cub: And I'll bring something special!

(All walk offstage and come back carrying sacks)

2nd Cub: Here are the chips.

3rd Cub: Here are the hot dogs.

4th Cub: Here are the hot dog buns.

5th Cub: Here are the drinks.

1<sup>st</sup> Cub: Hey, you said you were going to bring something special...did ya?

6th Cub: Yep! Something no picnic should be without!

5th Cub: What's that?

6th Cub: I brought the ants!!

## ARTISTIC GENIUS

The scene is an art show where judges are inspecting several canvases are displayed. They comment on the brightness, color, technique, that is used on the different pictures. They select one for the prize and comment additionally on the genius, imagination, and the beauty of the picture. The artist is called up and the winning picture is shown to him. The painter exclaims, "Oh, my goodness, that got in by mistake. That's the canvas that I clean my brushes on.

## THE BASEBALL GAME

**Note: the "volunteer" who gets wet is in on the gag!**

### Preparation

You will need an Announcer and a Pitcher, but the Batters will be volunteers. The first Volunteer should be told what is happening ahead of time, so that his performance shows others how it's done. Set up a sheet backdrop. Two Scouts hide behind it, one with a flashlight and the other with a bucket of water (but be sure that the audience does not see the bucket). The flashlight is held against the sheet to simulate the ball. The movement of the light is the key to the whole skit.

A baseball bat or a thick stick is needed for the batter, and a baseball glove for the Pitcher. Use a roll of canvas and a stick (or something similar) to simulate the sound of the ball hitting the catcher's glove (done by a Scout behind the sheet). If it is dark, have two strong flashlights shining on the Pitcher and Batter.

# Blackhawk Area Council



## The Skit

The Announcer comes on stage and tells the audience that there will be a baseball pitching demonstration. He introduces the Pitcher as the greatest pitcher of all time, who will show us his famous specialty pitches. After a buildup about how great the Pitcher is, the Announcer positions the Pitcher at one end of the sheet. The Announcer asks for members of the audience to volunteer to try to hit this famous pitcher's best pitches. The first volunteer is given the bat and placed at the other end of the sheet. The Announcer explains that the Pitcher will throw one pitch, and the Batter must do his best to hit the ball. The Pitcher winds up and pretends to throw, as the Announcer narrates ("He's set. He winds up. There's the pitch!") The Scout behind the screen moves his light rapidly down the sheet. The Announcer yells, "Fast ball!" The Batter swings hard. We hear the sound of the ball hitting the catcher's mitt. The Announcer says, "A strike! You're Out!" The Batter returns to his seat. Another Batter is recruited. This time the Announcer calls out a curve ball, which curves wildly across the sheet. The Batter is again called out. The process continues with a knuckleball and a screwball. Finally, the Announcer introduces the famous Pitcher's dreaded Secret Pitch. He asks for a special volunteer, of especially outstanding baseball ability and unusual courage, to try to hit this pitch. A Scapegoat is volunteered by the Announcer and encouraged to come up.

The Batter is carefully placed, and the ball is pitched. As it comes to the Batter, the Announcer cries, "Watch out! It's a spitball!"

His warning comes too late, as water cascades over the sheet onto the Batter.

## **BEE STING**

1st Scout "OOOOOUCH, OOOOOOH, OOOOOUCH"

2nd Scout "What's the matter with you?"

1st Scout "A bee's stung my thumb!"

2nd Scout "Try putting some cream on it then."

1st Scout "But the bee will be miles away by this time."

## **BELL RINGER #1**

Props: Coat with football or wadded clothing under it for the Hunchback, hat or nightstick for Gendarme.

Announcer: The Hunchback of Notre Dame has decided to retire, and has placed an ad in the Paris Times for someone to come and learn how to ring the bells.

Effects: (Knock, knock, knock)

Hunchback: (Gravely voice) Oh, somebody must be here about my job. I'll go down and see. (Goes 'round and 'round the campfire, as if going down the bell tower, bent over due to hunch.)

Effects : (Knock, knock, knock)

Hunchback: (Angrily) I'm coming, I'm coming. There's a lot of stairs here. (Arrives at and opens the door.)

Hunchback: Yeah ! What do you want ?

Applicant: I'm here about the bell ringer's job.

Hunchback: All right ! Come on up and I'll see if you can do the job. (Begins to go up (the other way around) followed by the applicant.)

Applicant: Boy, the ceiling is not very high here, is it ?

Hunchback: Listen, you go up and down these stairs 20 times a day for 45 years and you just learn to stay bent over. Hey, did you close that door, didn't you ?

Applicant: I don't know. I don't remember.

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Hunchback: Well, we gotta go down and keep it locked, can't run up the church's fuel bill. (Both turn around and go back.)

Hunchback: That's the first thing you gotta learn. Keep the door closed. Up and down these stairs, that's the hard part. (Arriving at door) O.K., so now you're here, close the door.

Applicant: (Closes door) How are the benefits in this job ?

Hunchback: (Both going back up) Well, it has it's ups and downs. The Church board will buy you ear plugs every six months and a new bottle of bell polish once a year (Finally arriving at the bell) All right, now you stand over there, and I'll show you how it's done. First you grab the bell here and push it out very hard (steps back and follows path of bell out and back) then the bell comes back on it's own. That's all there is to it. Do you think you can do that ?

Applicant: Sure ! (does the action with the bell, but does not step back, is hit by bell and falls back, to the ground)

Hunchback: Oh my gosh ! He's fallen 15 stories to the sidewalk. I'd better get down there. (Goes 'round and 'round until he reaches the ground)

(Crowd enters mumbling, stops astonished at body)

Gendarme : (Entering, calls to Hunchback) Hey you ! Do you know this guy ? (Rolls body over with foot)

Hunchback: No, but his face sure rings a bell !

## **BELL RINGER # 2**

(The trick with this skit is to do it the night after doing Bell Ringer #1, and to do everything exactly the same - perhaps with a little more 'hamming it up')

(When the Applicant arrives the Hunchback says:)

Hunchback: You look just like the guy who was here yesterday.

Applicant: Oh, that was my twin brother.

(Revert to the original dialog again. The audience will think it's getting a re-run and prepare itself for a 'groaner' of a cheer. When they hear the ending, you'll get a great reaction.)

(Carry on with dialog, except for the last line.)

Hunchback: No, but he's a dead ringer for the guy who was here yesterday !

## **BELL RINGER # 3**

(To be used ONLY when Bell Ringer #1 and #2 have been used.)

Props: Rain slickers, blanket, and Gendarme gear from above.

(Two players enter in rain slickers holding blanket between them like a jumping net. The jig and jog around the performing area.)

Gendarme : (Entering) Hey, what are you guys doing ?

Fireman #1: Well, the last two nights some guy has jumped out of that bell tower, and we came to catch him !

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## THE BEST SPITTER IN THE WORLD

The key performer is the Catcher, who must wave around a can of water without spilling. He simulates the spit hitting the can by tapping on the can with his finger. He will need to practice so that he does not spill, does not show the audience that there is water in the can, and can be heard but not seen when he taps the can.

The catcher sits quietly in the audience. The can of water is on the stage, but not obvious.

A Scout loudly proclaims himself as The Best Spitter In The World. He boasts about his spitting ability, saying that he can spit farther than anyone else.

Other Scouts, who have been planted at the back of the audience, challenge him to prove it, saying that they do not believe him. The audience takes up the cry.

The Spitter agrees and asks for someone from the audience to catch for him, just to prove his ability.

The Catcher volunteers, acting as if he expects to be the scapegoat.

The Spitter explains that he will stand about 20 feet apart. He will spit, and the Catcher will catch the spit, just to prove the distance and accuracy.

The Catcher reacts with horror, "I'm not going to touch your spit!"

The Spitter is understanding, notices the can, and offers it as something to catch with. The Catcher agrees with obvious relief. They set up a short distance apart.

The Spitter winds up and spits. The catcher reaches up and catches with a solid thump.

The Spitter takes a bow, but the audience is not impressed. They say anyone can do that, do something harder. They back off and repeat the performance from a greater distance. Again, the audience yells at him.

After several tries, the Spitter claims that he can spit all the way around the world! The audience reaction is predictable.

They set up; the Spitter spits; the Catcher ducks, waits, moves the pan around, and catches it.

Now the planted Scouts yell that the Spitter is a fake! They say that he couldn't really spit all around the world.

The Spitter says, "Oh, yeah? Show them."

The Catcher turns and throws the water into the crowd.

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## THE BETTER THIEF

There are two scouts, they each say, "I'm the better thief."

"No I'm the better thief."

Then one says, "Wait, lets have a contest, we will walk past each other three times and who ever steals the best thing wins."

The scouts then walk past each other twice pulling out objects such as knife, watch, glasses, etc.

Finally on the third pass, the first scout says, "I've got your wallet, ha, beat that!"

The second Scout looks around nervously then says, "You've got my wallet, well in that case you would win, but ... I've got you're underwear!" And waves a pair of shorts in the air.

## BIG GAME HUNTING

Two to four hunters talking together each says that he is packing a heavier and more powerful gun to shoot with. The first starts out with a small handgun and the last ending up with a very powerful rifle, shotgun, whatever. Two others come over who have overheard the hunter and want to settle a bet. Are the hunters going after wolves or moose. One of the hunters relies, "Why no, we are going after mosquitoes!!"

## BIG ITCH

Cast: Guy, 4 People on lunch break

Setting: Park Bench

Guy is sitting on park bench.

Guy: I'm waiting for my girlfriend. I hope she comes soon.

(Luncher #1 sits on bench and moves him over. #2 sits on end and they move over, further pushing guy. #3 comes, and #4 comes, each in turn pushing the guy a little until he falls off. Really annoyed, he starts to scratch himself a little, then a little more then all over. Lunchers look at each other, start scratching a little bit then hurriedly leave.)

Guy: (Sitting on bench again) Works all the time!

## THE BLANKET TOSSING TEAM

This takes about six guys, who form a circle around an invisible blanket, with a small invisible guy (Bruce) who sits in the middle of the invisible blanket and gets tossed.

"We're an Olympic blanket tossing team, and Bruce in the middle here is our star blanket bouncer. We'll toss Bruce a bit just to warm up. One, two, three! One, two, three! One, two, three!"

On three each time, the team lets the pretend blanket go slack, then pull it taught. They watch the invisible Bruce go up in the air, then come down, and the gently catch him again in the blanket. Each time they toss him higher. The team has to be in sync, and they have to watch about the same spot -- the easiest way to do this is to have everyone just imitate the leader, who is the speaker.

"OK, we're all limbered up now?" The team murmurs in agreement. "Then let's toss Bruce a bit higher. One, two, three!"

Bruce comes up, and the team adjusts their position a bit to catch him as he comes down.

"One, two, three!" This wait about ten seconds, and move quite a bit to get under him. Move this way and that before finally catching him.

"One, two, three!" twenty seconds this time, almost lose track of him, adjust the position here, there, and here again.

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"What? What's that you say, Bruce?" pause "Audience, you are in luck! Bruce wants to go for the world record blanket toss! Ready team? One! Two! Thu-reee!!!" A mighty toss! The team shifts positions, like trying to catch a high fly ball. "There he goes! He's past the trees! He's really up there!" pause, looking hard into the sky "Do you see him? I've lost him. Where'd he go?" another pause "Oh well." The team leaves the stage, and the program continues.

After another skit and song, and preferably in the middle of awards or announcements of some sort, "Bruce! Quick team!" The blanket tossing team runs back on stage, positions themselves this way and that, and catches Bruce. "Let's have a big hand for Bruce! Yay!!!"

## THE BLUE AND GOLD BANQUET

Characters: Some Cubs dressed as parents and seated at a table decorated as for a Blue & Gold banquet. One Cub Scout dressed as a Cub waiter -- with an apron and a towel over his arm.

Narrator: It is the annual Blue & Gold banquet at Pack 999. Every year, the Cub Scouts at Pack 999 serve as waiters and cooked for their parents. The boys try very hard to do a good job, but every year a few little things seem to go wrong. Let's see what is happening this year....

Parent #1: Excuse me, Johnny. Is this coffee or tea? It tasted like kerosene.

Cub waiter: Then it's coffee. The tea tastes like gasoline.

Parent #2: I hope you'll hurry and bring my food. I'm so hungry I could eat a horse.

Cub waiter: Then you've come to the right place!

Parent #3: Why do you have your fingers on top of my food?

Cub waiter: (serving plate with his hand all over it) So it won't fall on the floor again.

Parent #4: Why are you stomping on my steak?

Cub waiter: (stomping something on floor) Because when you told me to bring you your food, you said to "step on it."

Parent #5: I'm afraid there's a fly in my soup.

Cub waiter: Don't worry. There's no extra charge.

Parent #5: There really is a fly in my soup.

Cub waiter: What did you expect at a Blue and Gold banquet -- a humming bird?

Narrator: Ah, yes. Another Blue and Gold banquet at Pack 999. Good eating, everyone.

## BLUE AND GOLD SKIT

Setting: The narrator, the spirit of Lord Baden-Powell is a Den Chief in full uniform wearing a campaign hat. He reads the script from a lectern, while Cub Scouts in uniform come on stage one by one.

Narrator: I represent the spirit of Lord Baden-Powell. The founder of Boy Scouting. I am also the spirit of Boy Scouting past and present. Here is our future...the Cub Scouts of America.

(First boy enters in complete uniform.)

The two colors of the Cub Scout uniform have a meaning. Blue stands for truth and loyalty; gold for good cheer and happiness.

(Second boy enters carrying Wolf Book and Kipling's "Jungle Book.")

Early Cub Scout ceremonies were based on Kipling's Jungle Tales. When Cub Scouting was organized in America in 1930. Indian themes were used.

(Third boy enters with a craft project of wood.)

Cub Scouting means fun. We have lots of fun. But most boys like making things...real boy projects...things they can play with or that follow the monthly theme.

(Fourth boy enters carrying a nature collection.)

Cub Scouts like to go on hikes and collect things for their nature collection or the den museum. They like the outdoors.

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(Fifth boy enters carrying a buddy burner.)

Most Cub Scouts like to go on picnics. All boys like to eat. It is even more fun when they can cook their own food.

(Sixth boy enters - the smallest Cub Scout - holding the American Flag.)

Cub Scouts are proud to be Americans. They are proud of their Flag. They are also proud of their pack flag (points to it) because it reminds them they are part of years of Scouting. They belong!

Yes, I represent the past and the present. These boys, Cub Scouts now, are the men of tomorrow. They will be the preservers of our American heritage. Please stand and join us in singing "God Bless America".

## BRAIN SHOP

Cast: Customer, Shopkeeper

Setting: Brain Shop

Customer: Hi! I'm bored with myself. I'd like to buy a new brain and have an all new personality.

Shopkeeper: (In one of those evil, horror movie voices) Ahh, yes. Well, I can sell you this brain from Billy Crystal for \$5000. Here. Try it. ("Unscrews" head and plops in pretend brain.) How do you feel?

Customer: (In Billy Crystal style voice) Marvelous. I ... feel ... marrrvelous. But I don't think it's me. Can I try another?

Shopkeeper: Okay. Let me see. (Rummages around.) Let's try this one. It's the brain from Captain Kirk. Only \$5000.

Customer: (In Kirk voice) Scotty ... Can you fix those transporters? No, a bit too famous for me.

Shopkeeper: Sure. I'll go out back. (Rummages around in back of store.) Here's one from Ronald Reagan. It only costs \$5000. How do you feel?

Customer: (In Ronald Reagan style voice) Welllll ... Bonzo, stop that ... I think that this one's still a bit too famous for me.

Shopkeeper: Hmmm. A tough customer. I'll have to go down to the basement. I'll be back. (Customer comments on the kind of brains he has gotten and what kind he'll get next.) Ahhh, here we are. The best in the house, not famous at all. I guarantee you'll love it. Only \$15000. (Yes ... \$15000.)

Customer: (Imitates a leader in the crowd for some notorious act, such as putting up the sign and calling out "PACK!" or admonishing the kids or doing a famous routine or the like.) Hmmm ... this is good. But I recognize it. No, wait ... it's (Insert name of person.) I love it! But tell me ... the brains of those three famous people only cost \$5000 apiece. This one, however, comes from a virtually unknown, unimportant person. Why does it cost \$15000?

Shopkeeper: Well, it's never been used!

## THE BRIEFCASE

Scene: A person standing on a stage reciting a long story (or some other activity). A second person will enter at various stages and interrupt him, after which the story teller starts again.

The second person will need the following props: A briefcase, and a step ladder.

1. Person 2 walks on with a briefcase. First person asks him what he's doing.

Reply: "I'm taking my case to court". Walks off.

2. Enters again with a step ladder. Same as before, this time replying: "I'm taking my case to a higher court"

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3. This time, person two places the hands of the story teller in front of him, and puts his case on them.

"I rest my case" (This one works best when the story teller doesn't know about it).

4. Final entry, without a case: "I lost my case"

*This can of course be expanded. Seen in a variety show with many other things happening (mostly knock-knock jokes) in turn. Can be good when done properly.*

## A BROTHERHOOD OF SCOUTING

This skit has a Brotherhood theme, and is well-suited to the older sections (Scouts and higher) and leaders, particularly in an all-sections campfire. It is best presented near the end of the campfire, when things are winding down (and the children have settled down).

People required for the Skit: 6

Cast: Old Man with a Staff, Spirit of the Beaver, Spirit of the Wolf Cub

Spirit of the Scout, Spirit of adventure, Spirit of the Rover

(fewer people may be used by doubling up on roles)

**Skit Setup:** Index cards can be used by the Spirits if there isn't time to memorize each role. (Small Flashlight recommended!)

The Old Man is inside the campfire circle, walking slowly with his staff. He is slightly hunched over with age and leans on the staff heavily.

The Scouting Spirits are evenly spaced outside the campfire circle, just far enough back not to be seen. (They should speak loud and clearly).

**NOTE:** When the Old Man stops each time and looks into the fire, there should be 2-3 seconds of silence before the Spirits speak.

(The memories that the Old Man says aloud should be specific to the group, so they have relevance to the audience and can feel the full impact of the skit. Consult with other leaders/ youth for ideas.)

### The Skit:

**OLD MAN** (Shuffling slowly around the campfire). "My life has been long, too long, and my Scouting years are behind me. My friends are all gone and I am going to die alone. Old and Alone." (Stops and stares into the fire)

**ALL SPIRITS:** "SHARING"

**SPIRIT OF THE BEAVER:** "I am the Spirit of the Beaver. When you were young, I taught you Sharing and Caring for the World."

**OLD MAN** (Resumes shuffling slowly around the campfire). <Beaver Memory> e.g. "Beavers. I remember Beavers. Riverbanks and the Beaver Pond, making crafts to take home to Mom..." <etc.> (The Old Man stops again and stares into the fire.)

**ALL SPIRITS:** "A-Ke-Lah"

**SPIRIT OF THE WOLF CUB:** "I am the Spirit of the Wolf Cub. I taught you to do your best, I led your Pack through the forest and you lived by My Law."

**OLD MAN** (Resumes shuffling around the campfire). <Cub Memory> e.g. "Cubs. I remember Cubs. Hot Dog roasts in the bush, my first real camp-out, and of course the Kub Kar races..." <etc.> (The Old Man stops again and stares into the fire.)

**ALL SPIRITS:** "On My Honor"

**SPIRIT OF THE SCOUT:** "I am the Spirit of the Scout. I taught you knots and how to camp without a trace, and together we explored the land."

**OLD MAN** (Resumes shuffling around the circle). <Scout Memory> e.g. "Scouts. I remember Scouts. Long hikes and long camps, breaking lake ice for water in the winter. And then there was Jamboree..." <etc.> (Stops and stares into the fire.)

**ALL SPIRITS:** "Challenge"

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SPIRIT OF ADVENTURE: "I am the Spirit of adVenture. I taught you leadership and set you free, to test your limits to the skies."

OLD MAN (Resumes shuffling around the fire). <Venturer Memory> e.g. "Oh, yes, Venturers. Attending Jamboree as a Hikemaster, leading people from around the world into the Rockies. Getting my drivers license and trying to date Rangers..." <etc.> (Stops and stares into the fire)

ALL SPIRITS: "Service"

SPIRIT OF THE ROVER: "I am the Spirit of the Rover. I led you to adulthood and self-destiny. We chose to give back the love we were given through Service."

OLD MAN (Resumes shuffling). <Rover Memory> e.g. "Rovers. I could never forget Rovers. Helping out at Dream-On, putting on District campfires. And then there were the Moots and Road trips. And camps, camps, camps." (Slows down and begins to sink to the ground. He is dying.)

ALL SPIRITS (Walk straight into the campfire circle from where they stand, if possible. They should all arrive at the Old Man's body at the same time. Wait a moment or two.)

"We are the brotherhood of Scouting". <Each section says its name in order - BEAVERS, CUBS, SCOUTS, VENTURERS, ROVERS.> "If you grow up with Scouting you are NEVER alone."

-- Thanks to Gary Nelson

## THE BUBBLE GUM ON THE STREET

*One of those skits Cubs just love and laugh at.*

Cast: Kid, Dog, Basketball Player, Car, Jogger and Old Man

Setting: City Street

Kid: Blowing bubbles is just great. Watch. (Blows imaginary bubble; it pops and lands somewhere on the ground.) Hmm. Where did it go? I should look for it. (Goes around and exits, still looking for it.)

Enter dog, who stops, sniffs at gum, pees on it, and exits. Basketball player is dribbling ball when it gets stuck on the gum -- he tries to loosen it and finally does. Car drives right over it. Jogger goes by, his foot gets stuck on it; old man comes by and his cane gets stuck on it. Finally, Kid comes back.

Kid: Ahh! There's my piece of gum! (Picks it up, pops it in his mouth and continues chewing.)

## BUS DRIVER

Cast: Several Passengers, Bus Driver, "Stinky"

Setting: Bus

Bus driver drives the bus along the route, and at each stop, more and more people get off the bus, holding their noses, telling the driver to hurry up, pushing against each other, running off the bus, until finally only Stinky and the Driver are left on the bus.

Driver: (Talking to Stinky) Hey! All my passengers left. You know anything about it? (Smells something awful.) Hmm. Something smells -- it must be you.

Did you wash this morning?

Stinky: Yes.

Driver: Hmm. Deodorant?

Stinky: Yes.

Driver: Hmm. Clean shirt?

Stinky: Yes.

Driver: Clean underwear?

Stinky: Yes.

Driver: Change your socks?

Stinky: Sure! Here are the old ones!

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## CAMPERS AND BEARS

Two campers are walking through the forest when they suddenly encounter a grizzly bear! The bear rears up on his hind legs and lets out a terrifying roar. They're both frozen in their tracks.

The first camper whispers, "I'm sure glad I wore my running shoes today."

"It doesn't matter what kind of shoes you're wearing, you're not gonna outrun that bear," replies the second.

"I don't have to outrun the bear, I just have to outrun YOU," he answers.

## C.P.R.

The first Scout comes out walking around, he suddenly grabs his chest and falls to the ground. Two other scouts come in talking about just completing their first aid merit badge and find the scout on the ground. They rush to his aid and begin C.P.R.. Adjust head, listen, feel for pulse and then begin (fake) compressions. The other scout counts. After about 3 sets, the other scout yells "switch". Suddenly the scout on the ground gets up, one of the two scouts lies down, and they begin again to administer C.P.R.

## CAMP COFFEE SKETCH

Props: A large cooking pot and mugs for actors

1st Scout- (Walks to pot carrying his mug. He dips his mug in and brings it up to his lips for a drink) "This camp coffee is getting worse".

2nd Scout- (Walks to pot carrying his mug. He dips his mug in and brings it up to his lips for a drink) "This camp tea is getting worse".

3rd Scout- (Walks to pot carrying his mug. He dips his mug in and brings it up to his lips for a drink) "This camp hot chocolate is getting worse".

4th Scout- (Walks up to pot, dips his hands in and takes out a pair of wet socks. As he wrings them out he says) "I thought that would get them clean!"

## CAN YOU DO THIS?

Cast: 2 People, campfire blanket

Have one person lie down on his back and the other kneel directly over him. The top person wears the campfire blanket so as to hide his legs and expose the legs of the person lying down, to create the effect of it being one person sitting down.

Person: Hi there! Welcome to Don's House of Fine Exercises and Sports Medicine. Today I'm going to ask you about your regular stretching routine. Can you do this? (Lifts up a leg so that it's parallel with the chest.) Or this? (Lifts other leg.) And how about this? (Crosses the legs.) This is an unusual one. Can you do it? (Brings feet around the neck.) And let's not forget this one. Can you do it? (Stretches out the legs in spread eagle fashion in the air.) (Elicit a no answer from a volunteer.) Well, neither can I! (Stands up.)

## CLIMB THAT

Two Scouts meet, and the first scout begins to brag he can climb anything.

Scout 1: "Can you climb that tree?"

Scout 2 "Sure I've done it lots of times."

Scout 1 "Can you climb the steep hill over there?"

Scout 2 "No sweat, no problem for me."

Scout 1 "How about the Empire State Building?"

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Scout 2 "Done it, Did it."

Scout 1 "How about Mount Everest?"

Scout 2 "Boy that was I cold day, I've done that too. I told you I am the world's greatest climber, I can climb anything!"

Scout 1 "I'll bet you ten bucks I can show you something that you can't climb."

Scout 2 "Your on!"

Scout 1 pulls out a flashlight and shine the beam up into the sky "all right climb that!"

Scout 2 "Are you crazy? No Way!"

Scout 1 "I knew you would back out, now pay up!"

Scout 2 "I won't pay because its not fair. I know you, I'd start climbing and I'd get half way and you'd turn the flashlight off!"

## CONSTITUTION SKIT

Scene: Philadelphia, 1787

Characters: Narrator, 4 Cub Scouts in colonial dress, some extra Scouts.

Narrator: "While it's true that our constitution was written by truly great men, it still took 11 years to finish. Lets look in on some of these men as they go about their work. Here comes Ben Franklin and Samuel Adams."

Sam: "Let's have pizza tonight."

Ben: "I don't like pizza. How about tacos?"

Sam: "But I don't like tacos. Let's have hamburgers."

Ben: "We always have burgers."

(The two walk off stage still arguing.)

Narrator: (flustered) "Simply a difference of opinion, ladies and gentlemen. Don't worry, they'll work it out. Look there's Thomas Jefferson and John Adams."

John: "I tell you the Yankees are the best!"

Tom: "No way, it's gonna be the Braves this year."

Narrator: "Wait a minute you two, are you talking about baseball."

Tom and John: "Yes!"

Narrator: "Baseball hasn't been invented yet!"

John and Tom: "OH!" and then walk off arguing about football.

Narrator: "I don't know what's going on here. Wait, they're gathered together! Now what are they arguing about?"

(The four Scouts plus the extras are gathered around a table.....)

Tom: "At least we agree on something...The Constitution of the United States!"

## CRAZY CHARLIE

The scene is set up so that Crazy Charlie is portrayed as being in a mental institution. It's dinner time and before he can ask for anyone to pass the meat, someone calls out 37 and the room bursts into laughter. Moments later 57 is called out and more laughter results. Crazy Charlie asks the guy next to him what is going on. He is told that everyone knows each others jokes so well that they have numbered the jokes.

After a while Charlie decides to give it a trial and call 52, but no one laughs; there is complete silence. Charlie asks his friend what is wrong. He friend tells him not to worry that there isn't anything wrong, some people can tell jokes and some people can't.

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## **CUB COOKOUT**

Characters: Several Cubs around fake campfire pretending to cook hot dogs on sticks. Two Cubs dressed as mosquitoes--antennae, wings etc.

Setting: Boys around fire keep slapping as if they are being attacked by mosquitoes throughout the skit. As the scene opens, the two mosquitoes enter the stage and continue walking randomly around the boys as they deliver their lines.

Mosquito #1: Hey, I got a good one! Which sport do we mosquitoes like best?

Mosquito #2: Easy! Skin diving. Say, did you hear what the Cub Scout said to the mosquito.

Mosquito #1: No, what?

Mosquito #2: Don't bug me!

Mosquito #1: Are you related to any of the bugs around here?

Mosquito #2: Sure. My ant.

Mosquito #1: Did you hear what the mother grasshopper said to her children?

Mosquito #2: No -- tell me.

Mosquito #1: Hop to it!

Cub #1: These mosquitoes are awful! Lucky I brought the insect repellent. (Pretends to spray air.) (Mosquitoes exit quickly -- choking and gagging.)

Cub #2: (To cub #1) Say, what has 18 feet, red eyes, and long claws.

Cub #1: I don't know.

Cub #2: Neither do I, but it's crawling up your neck.

(All boys run screaming from stage.)

## **CUB OLYMPICS**

Characters: TV reporter, 4 Cub athletes getting ready for the Cub Olympics.

Props: Frisbee for discuss, pile for javelin, bag of cookies, toothbrush and basin of water on stand, fake mike for reporter (can be dressed in suit jacket and have ID for his station on his lapel in large letters)

TV reporter: We're here today to interview the athletes at Pack \_\_\_\_\_ as they prepare for the challenge of this years Cub Olympics. As you can imagine, it takes months of training and hard work to get these athletes ready to compete. Let's see how they are preparing themselves for the big competition. (turns to Cub #1 with microphone) Tell me, how are you getting ready for your event in the Olympics?

Cub #1: I'm practicing my throw for the discus event. (demonstrates how to throw discus using Frisbee)

TV reporter: Great form! (turns to Cub #2) and you -- can you tell us how you are preparing to compete?

Cub #2: I'm polishing my javelin for the javelin throw (polishes pole with a rag.)

TV reporter: Good luck! (turns to Cub #3) What are you doing today?

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Cub #3: I'm practicing for the standing broad jump. (does a couple of practice jumps)

TV reporter: Fine! (turns to Cub #4) And what are you doing to train for the Olympics?

Cub #4: I'm brushing my teeth! (uses basin of water and toothbrush --pretends to brush teeth)

TV reporter: Brushing your teeth! What Olympic event could you possibly be training for?

Cub #4: I'm training for the International Olympic Cookie - Eating event! (pulls out bag of cookies and stuffs some in his mouth.)



## CUB SCOUT SOCKS

Characters: Den leader, 3 Cub Scouts

Props: A pile of socks on a table. Den leader sits behind table.

Den leader: Boys, I'm pleased to announce that our new Cub Scout socks have arrived! Please step up for your supply of clean socks.

Cub #1: I need four pair.

Den leader: What do you need 4 pair for?

Cub #1: I need them for Monday, Wednesday, Friday, and Sunday.

Den leader: O.K. Here are your socks. Next please.

Cub #2: I need seven pair.

Den leader: What do you need seven pair for?

Cub #2: For Sunday, Monday, Tuesday, Wednesday, Thursday, Friday, and Saturday.

Den leader: O.K. here are your socks.

Cub #3: I need 12 pairs.

Den leader: Wow, you must really be a clean guy! So why do you need 12 pair?

Cub #3: Well, there's January, February, March, April...etc.

## DAD'S TOOLS

Characters: Narrator, Dad, Mom, Cub Scout

Narrator: As our plan begins, Dad is looking for his hammer...

Dad: Has anyone seen my hammer?

Mom: No dear, did you look in your toolbox?

Dad: It's not there. No one ever puts anything back where it belongs around here.

Cub Scout: Look, Dad. I found it. It's over here behind the door where you used it to fix the loose door hinges.

Dad: Now, where is my saw?

Mom: It should be on your workbench.

Dad: Well, it's not there. No one ever puts my tools away.

Cub Scout: Dad, don't you remember? You left it out by the garage when you were sawing those boards to build my clubhouse.

Dad: Good grief! Now where is my file?

Cub Scout: Oh, that's out in the yard where you used it to sharpen the lawn mower blade.

Dad: I can't find my screwdriver now, and I just had it! Did you use it, son?

Cub Scout: Yes, Dad. And here it is in the toolbox - right where I put it when I finished with it.

Dad: Oh! I never thought of looking for it there!

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## **DANGER! BEWARE OF DOG!**

Upon entering the little country store, the stranger noticed a sign saying; DANGER! BEWARE OF DOG! posted on the glass door. Inside he noticed a harmless old hound dog asleep on the floor besides the cash register. He asked the store manager, "Is THAT the dog folks are supposed to beware of?" "Yep, that's him," he replied. The stranger couldn't help but be amused. "That certainly doesn't look like a dangerous dog to me. Why in the world would you post that sign?" "Because," the owner replied, "before I posted that sign, people kept tripping over him."

## **DAVY CROCKETT SKIT**

Characters: Announcer, 6 Cub Scouts in Davy Crockett costumes; 7th Cub in dress clothes and wearing a coon skin cap.

Announcer: Tonight we bring you the story of a famous American, Davy Crockett - a brave and powerful man. Raised in the woods of green Tennessee, he soon learned to know and name every tree.

Cub 1: He learned to know the critters, from the Possum to the Bear, wait until you hear what he did with just a stare!

Cub 2: He scared a coon right out of a tree with just a grin and a big old stare. He tried it on a bear, but the bear wouldn't scare, so he challenged him to a fist fight and won him fair and square!

Cub 3: A streak of lightning Davy mounted; all the stars he named and counted. He caught the tail of a passing comet, and put a piece of sunrise in his pocket.

Cub 4: Davy was caught between a panther and a bear, so you see he couldn't use just a simple little stare. He aimed "Old Betsy" at a rock between the two - the bullet split that rock and left a trail of blazing blue. One piece of rock killed the panther, the other demolished the bear. A mighty combination - "Old Betsy" and Davy's stare!

Cub 5: Davy was a fighter honest, brave and true; but fighting, it was told to me, always made him blue. A treaty was signed. Davy helped make the peace. And in that land, fighting did cease.

Cub 6: This is a fine country. It's worth fighting for. Guess I'll head for the fort called Alamo, where the Texans are fighting for liberty.

Announcer: Folks liked Davy's way of doing things. They thought Davy ought to be a congressman and help run the country., The critters seemed to think so too. Even the crickets all chirped, "Crockett for Congress! Crockett for Congress!" In the nation's capitol, Congressman Crockett made this speech:

Cub 7: I'm Davy Crockett, fresh from the backwoods. I'm half horse, half alligator, and a little bit tetchted with snappin' turtle. I got the fastest horse, the prettiest sister, the surest rifle, and the ugliest dog in Tennessee.

ALL BOYS: SING "DAVY CROCKETT"

THE DEAD BODY

Number of Participants: 2

Scene: One person lying on the ground, dead. Another sees him and runs for the telephone and, panicking, gasps: "Police, there's a dead person here... Where ? .... Uh, (looking for a sign), "I'm at Montgomery and Westchester... Spell it ?... Uh, M-o-t-n... Uh, M-o-t-g,," (confused), "Just a minute, I'll drag him over to King and Elm !"

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## THE DEN MOTHER'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.

Cub 1: Gee, Fellas. I don't think Mrs. Brown's having a very good time.

Cub 2: Well, you didn't help things much, giving her that garter snake.

Cub 3: I was just trying to help her collect stuff for our nature display at pack meeting.

Cub 4: Yeah...and you heard what she said! "Nothin' ever again, that moves by itself."

Cub 3: So...now I know better!

Cub 5: Don't worry about a thing, you guys. I'm gonna fix everything.

Cub 6: Yeah? How?

Cub 5: Well, you know how nutty women are about flowers? So, I picked her this neat bunch of flowers...(he holds up bouquet, with trailing strands of ivy)... See?

Cub 6: Oh no... (wails). We'll never get to go on another hike!

Cub 5: How come?

Cub 6: Cause...that's poison ivy!!

## DOCTOR! DOCTOR!

The secret to success with this series of quickies is to keep them moving along. You can have one doctor and different patients, but it may add greater rush and flurry if a different doctor and patient fly in and out for each quickie.

Pat: Doctor! Doctor! I feel like a set of drapes.

Doc: Pull yourself together!

Pat: Doctor! Doctor! Am I going to die?

Doc: That's the last thing you'll do.

Pat: Doctor! Doctor! Everyone keeps ignoring me.

Doc: Next!

Pat: Doctor! Doctor! My back feels like a deck of cards!

Doc: I'll deal with you later.

Pat: Doctor! Doctor! What's wrong with me?

Doc: Have you had this before?

Pat: Yes.

Doc: Well, you've got it again!

Doc: You'll live to be 80.

Pat: I am 80.

Doc: See!

Pat: Doctor! Doctor! I've got insomnia.

Doc: Don't lose any sleep over it!

Pat: Doctor! Doctor! My friend's doctor told him he had appendicitis and, two weeks later, my friend died of heart failure.

Doc: Don't worry. If I tell you you've got appendicitis, you'll die from appendicitis!

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## THE DUMB ACTORS

*"I once directed this skit and, having prepared it with the kids a few weeks prior to the actual campfire (and the kids being from another group), I'd forgotten that I had to arrange for their brooms. So in the middle of the skit, I remembered about the brooms and quickly ran into the camp kitchen to get the brooms!"*

*"It seems to me that this one perhaps could use a little "setting the scene" -- perhaps start off with the "actors" standing around on break, and the Director calling them in, saying that they'd had enough time already. On that note, I once participated in the presentation of this skit. I was a fifth cleaner who was sort of on break, sort of working. I had a coffee cup, a broom, some towels, etc. I would go up and clean the camera, sweep around the son who was lying on the ground, occasionally try to interrupt, but not quite manage to, etc. After a verbatim presentation as follows, I added in, "Yeah guys, let's get back to work!"*

*"Otherwise known as "At the Movies" from the Leader Magazine -- text from the Best of the Leader Magazine Cut Out Pages." Author*

Cast: Director, Others in a Studio (Clapper Board, Lighting Men), Mother, Son, Doctor, Undertaker, brooms for the actors

Director: Lights, Camera, Action!

Clapper: Scene one, Take one!

The actors play the scene without the least sign of emotion as lighting people follow and cameraman films. Mother is flipping pancakes at the stove when son walks in.

Son: Mom, I don't feel too well. (He collapses)

Mom: (Goes over, looks at son.) Oh, I'd better call the doctor. (Moves to the phone, dials making click, click, click sounds.) Doctor, come quick. My son's collapsed.

Doctor: (Enters, checks pulse and breathing.) He's dead. I'd better call the undertaker. (Goes to phone, dials making dialing sounds like Mom did.)

Undertaker, you'd better come. I have a dead body here.

Undertaker: (Enters and begins to measure the body.)

Director: (Jumps up.) Cut! Cut! That was terrible. You had no emotion AT ALL! Let's do it again. This time, give me more emotion!

Cast: (Exiting) Right. More emotion.

Director: Lights, Camera, Action!

Clapper: Scene one, Take Two!

The actors redo the scene, using exactly the same words, but with great hammy histrionics. Mom weeps uncontrollably throughout, son dies very dramatically, etc. At the same point as in Take One, the Director yells, "Cut! Cut!"

Director: That was better, but too fast. Let's try again. This time, slow it down. Lights, Camera, Action!

Clapper: Scene on, Take three!

The actors redo the scene in slow motion -- talking slowly, mowing slowly. For example, when the telephone is dialed it goes click ... click ... click ... and after the doctor check's the son's pulse, the son's hand falls slowly back to the floor, etc. The Director yells "Cut!" in the usual place.

Director: That was far too slow! Let's speed it up!

This time the actors do the scene so quickly that the son throws himself to the ground, the doctor is there before Mom can hang up, and so on.

Director: (At the same place) Cut! That was absolutely terrible! Actors? Do you call yourselves actors!??

Cast: Actors? Who said anything about actors? We're the cleaners! (All pickup brooms and exit.)

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## THE ECHO

The club leader announces during the singing that he has noticed an echo in the room and he is going to try it out (also could be on a hike overlooking a canyon). The following is a dialogue between the leader and the echo - a person out of the room or out of sight.

Leader: Hello

Echo: Hello

Leader: Cheese

Echo: Cheese

Leader: Bologna

Echo: (silence)

Leader: (to group) It must not be working now. I'll try again. (to echo) This leader is great.

Echo: Bologna

## ECHO, AGAIN!

A Scout enters the campfire area, walks around and collapses to the ground. He lays there seriously ill and dying. Soon another scout enters and finds the ill scout. He screams out: "There is someone lying here!" then the echo effect from outside of the campfire area. Soon the scout calls out, "I think he is ill!", echo effect. He continues, "I think he is very ill!" echo again. The Scout beginning to panic screams out "He is dying" with the echoes responding. Finally the scout calls out "He is Dead!". But this time the echoes respond in unison, "Its about time!"

## EMERGENCY ROOM DOCTOR

The scene is an emergency room at a hospital. The Doctor is totally self absorbed, combing hair, looking in mirror etc. A guy runs in, a hiker with a branch stuck in his stomach. He is screaming in agony. the Doctor insists that he must ask him some questions before anything can be done. The patient screams that he is losing blood. The doctor continues asking questions such as where he lives, past illnesses, type of house, how he got there etc. A phone rings and the Doctor is invited out to lunch. The Doctor runs off leaving the wounded man writhing on the floor. A stupid looking janitor with a broom wanders by and pulls the branch out. The patient stands up, says thanks and leaves.

## EMERGENCY TEST

A group of scouts come out and stand in a line across the stage. One, the announcer, stands in front of them.

Announcer: "This is a test."

All: Hmmmmmmmmmmm. (Or Beeeeeeeeeeep)

Announcer: This has been a test of the emergency warning system. This was only a test. If there had been a real emergency, we would have said... (Scouts throw hands over heads, yell "Ahhhhhh", and run helter-skelter off stage.)

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## THE ENLARGING MACHINE

Preparation: Decide which objects will be enlarged, and collect both large and small versions. For example:

A dime becomes a quarter.

A string becomes a coil of rope.

A newspaper page becomes the Sunday paper.

Set up a sheet as a backdrop, and hide a Scout behind it with the large objects and a bucket of water. The Professor will be in front of the sheet with the small objects. If it is dark, you will need a spotlight on the action.

### The Skit

The Professor walks out and announces that he has developed a wonderful Enlarging Machine that will make anything - anything - bigger. As the Scout behind the machine makes 'machine' noises, he explains that the machine is operated simply by tossing an object over the sheet. The machine will then return the object in a much larger form.

The Professor will demonstrate his fantastic invention, but he needs volunteers to help. One by one, the volunteers come forward. The Professor hands them an object which they throw over the sheet. The machine then makes noises, and the larger object is tossed back. Each time, the Professor exclaims about the value and capability of the machine.

The last volunteer is the Scapegoat, who is volunteered by the Professor and the crowd. The Professor takes the Scapegoat by the arm and leads him toward the audience and away from the sheet. In tones of great secrecy, the Professor encourages him to have some fun with the machine and spit over the sheet. They return to the sheet, and the Scapegoat spits. He is instantly drenched by a bucket of water.

### Variation

The Professor can talk out loud about an object, but actually hand the Scapegoat a cup of water. By his actions, he implies that he and the Scapegoat are going to surprise the Scout behind the machine. This can have several outcomes; the Scout can be surprised; the Scapegoat can get wet anyway; or the Professor can get wet, to his surprise.

## THE FIRE

You need two players and a behind-scenes person to move the fire (an artificial campfire with invisible strings attached).

The players sit by the fire, reading, doing a puzzle, etc. The fire moves slightly. They don't notice. It moves again; they don't notice. This continues until, finally, the fire is pulled off stage. At that point, one of the players looks at the other and says, "Looks like the fire's gone out again!"

-- Thanks to Scouting (UK) magazine

## THE FIRING SQUAD

A firing squad lines up with a prisoner. The leader of the firing squad calls out "Ready ... Aim ..." The prisoner shouts, "Tornado!" The soldiers all run for cover and the prisoner escapes. A Second prisoner is brought out, the leader calls out "Ready ... Aim ..>" and the prisoner shouts, "Landslide!", the firing squad runs for cover and the prisoner escapes again. Repeat this for other natural disasters. The last prisoner is brought out and having seen the other prisoners escape decides to do the same thing except he yells "Fire" and the firing squad does.

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## THE FIRING SQUAD Version 2:

*Probably taken from "You Can't Do That on Television."*

Cast: Rifle squad, Commander, Person to be executed

Setting: Jail

Person about to be executed is standing at pole, doing a crossword puzzle.

Commander: Ready, aim ... What are you doing?

Person: The crossword puzzle from today's New York Times. A real tough one.

Commander: Did you know I'm about to have you executed?

Person: Sure. Here ... a four letter word meaning burning ... Hmm ... Do you have any idea?

Commander: Four letters -- burning -- (takes puzzle, walks in front of pole, person sneaks away) -- F-I-R-E ! FIRE! It fits!

Firing squad shoots and he buckles over with one of those knowing looks on his face.

## FISH SKIT

Characters: 2 fishermen, little boy. All three have a stick with a short string on it as a fishing rod.

Scene: Two boys with "fishing rods" are standing together fishing through the ice. The rods hang without moving, as the boys are not catching anything.

Boy 1: Boy, am I cold. I don't know how I let you talk me into coming out in the middle of the night to go ice fishing. My feet are frozen to the ice, my nose is running, my ears are like ice, and I haven't even had a bite.

Boy 2: Knock it off! This is a great spot! Just wait till we catch a few.

(Boys stand a few seconds with no bites.)

Boy 1: It's 2:00 AM and we still haven't had a bite. I think my right ear just fell off.

Boy 2: Stop complaining! Soon they'll start biting; just wait.

Boy 1: (after a short wait) 3:00AM and still no bites! My other ear just fell off.

Boy 2: Wait! Wait!

Boy 1: Talk louder, my ears fell off.

Boy 2: Cut that out!!!

(Another boy walks onto the stage at some distance from the other two. He begins to fish, and catches one after another.)

Boy 1: It's 4:00 AM; my toes just fell off. I have to go to the bathroom, but I can't afford to have anything else fall off. We still haven't had a single bite. (Watches as the new boy catch more fish.) Say Charlie, that kid over there. (points) Look at all the fish he's getting!

Boy 2: Wow I wonder how he does it? (raises his voice) HEY-KID!

Boy 3: MMMMMMMMM

Boy 2: You're catching fish over there, aren't you?

Boy 3: UMMM HUMM. (Nods his head and catches another fish.)

Boy 2: You got more than ten-don't you?

Boy 3: MMMMMMMMMMM (Nods his head.)

Boy 2: How do you do it? We've been fishing here for hours without a bite, while you get them one after the other.

Boy 3: MMM MMMMMMMMMMM MMMMMMMMM MMMMMMMMMMMMMMM

Boy 2: What?

Boy 3: MMMMM MMMMM MMMMMMMMMMMMM

Boy 2: I can't hear you.

Boy 3: MMMMMMMMM MMMMMMMMMMM MMMMMMMMMMM

Boy 2: I don't understand you! What are you trying to say?

Boy 3: (Loudly spits a large something into his hand.) YOU HAVE TO KEEP THE WORMS WARM!!! (Puts the worms back in his mouth.)

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## FISHING

(The scene opens with the two players rowing an imaginary boat.)

Andrew: Whew! It sure is a long way out here.

Robert: Yep. (puts hand to eyes) I can't see the shore anymore. Ready to start fishing ?

Andrew: I think so. Looks like a good spot to me.

(Both ready imaginary rods, reels, hooks, worms, etc., and start fishing. Immediately they both start to catch fish, recast and catch more. Continue for several casts.)

Andrew: I told you this would be a good spot.

Robert: Sure is, the boat's full. Guess we have our limit.. Better get back.

Andrew: O.K. (gets oars ready)

Robert: Did you use a map to get here ?

Andrew: Nope.

Robert: How are we ever gonna find our way back tomorrow ?

Andrew: Oh, that's easy. I'll just mark the spot with a big X right here on the side of the boat ! (makes mark - both row away quickly)

## THE FLEA CIRCUS

Characters: Ringmaster, Cub Scouts in Uniform (any number).

RINGMASTER: Ladies and Gentlemen, we are proud to introduce the Den \_\_\_\_\_ Flea Circus. We will now present Hugo, who will walk the tightrope. When he reaches the center, he will turn a double somersault. May we have silence, please?

[Two Cubs stretch a string. Third Cub places "flea" on the string. Cubs follow movement of flea with exaggerated head movements, as it walks to the center of the string, and turns the somersault. One boy with his mouth open gets too close to the string and gulps as if he had swallowed a "flea".]

FIRST CUB: [Puts hand over mouth, gulps loudly.] I swallowed Hugo! [Begins to cry and leaves stage.]

RINGMASTER: Err...uh...well... On with the show. Our next act is about to begin. Homer will jump from this boy's hand into a dish of water. Keep in mind the size of this tiny fellow.

[Boy makes motion of tossing "flea" into dish, then retrieves him in hand.]

RINGMASTER: Well done, Homer. Give the little guy a big hand.

[Boy claps quickly, forgetting Homer...looks shocked, and slowly parts hands, sobs and runs off stage.]

RINGMASTER: Too bad. But we must compose ourselves. Our next fabulous act features Hector, the weight lifting Flea. Hector is the strongest flea in the world. That rock may not seem large to you, but think of how small Hector is... compare his size to the size of this rock.

[Boy puts Hector on table, proudly points to him, flexes muscles, and points to Hector again.]

RINGMASTER: [To boy] Hold up that rock so the audience can get a better look at it.

[Boy holds up rock in one hand for audience to see... then plops rock back down on table without looking. Looks around for Hector, picks up rock and finds smashed Hector.]

BOY: Hector! Hector! [Sobs, hangs head, and leaves stage.]

RINGMASTER: We seem to be having a bit of hard luck. But the show must go on. I now introduce Harry, the bare-back riding flea.

[Boy removes shirt, then pretends to place "flea" on his bare back, then runs off stage yelling.]

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BOY: Hang on, Harry! [Looks over shoulder while running offstage.]  
RINGMASTER: [Relieved.] He made it! And now Hiram and Hillary will perform their world famous trapeze act. Hillary will make a triple somersault and Hiram will catch her. [Boys hold up trapeze made of soda straws with a string through them. Two boys each hold one. Third boy places "flea" on trapeze and begin to swing it.]  
RINGMASTER: There they go! Watch them swing! Hillary lets go, she's turning a somersault. One, two, three, and Hiram catch.. er.. misses her!  
[Boys begin looking for Hillary on the floor.]  
BOY: There she is! Points to floor near second boy.]  
SECOND BOY: Where? [Takes a step where other boy pointed.]  
BOY: You just stepped on her! Oh well, she needed more practice, anyway. Say, [to Ringmaster] we have another flea act for you. He's a man eating flea! [Opens box] Oops, he got away!  
[Ringmaster begins to scratch frantically, yells help several times, and runs off stage. (Preferably into audience. ;)]  
BOYS: [Chasing him] Hey! Bring back our flea! We want our flea! [Curtain]  
-- From the Theodore Roosevelt Council 1989 Powwow Book. Thanks to Chuck Bramlet, ASM Troop 323, Thunderbird District, Grand Canyon Council, Phoenix, Az

## FLORA THE FLEA

Cast: Performer

The performer is putting his trained flea Flora through all her tricks, explaining all her tricks as she does them. His eyes follow every flip, jump, etc. as she performs and lands back in his hand. The he asks her to jump to the ceiling. His eyes lose her and she doesn't return. He looks high and low (perhaps with the help of a friend) but can't find her. Finally he looks in someone's hair.

Performer: (Delighted) Flora! There you are! I'm so glad to have you back. (looks more closely.) But say ... this isn't Flora!

Alternate Ending ... when Flora has done all her tricks,

Performer: Let's hear a big round of applause for Flora! (Begins to clap, then stops, horrified, realizing what he's done.)

## FOOD, WATER & MIRROR ON THE SAHARA

An easy 2-person skit if you have only one person who's thirsty.

Cast: 2 or 3 People, cup of water, combs, Narrator

Setting: Sahara Desert

Narrator: Here are some poor, thirsty men on the desert who've been stranded on the desert for days. Let's watch.

Two or three people are crawling, calling out for water. Time to really ham it up. Finally, they see the cup of water and stagger for it, reaching out. Finally, they get to the water and,

People: Ahhhh! (Relieved -- they take out combs, dip them in water and begin to comb hair.)

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## THE FORTUNE TELLER

This is a campfire skit. You can plan it carefully if you want. If you have a good spontaneous actor, he might be able to ad-lib responses to each object presented to him, without advance planning. The Announcer should always tell the audience what object is given to the Fortune Teller, because they usually will not be able to see clearly.

### The Skit

A small tent is set up, with an old lady sitting in front of it. This can be a Scout wrapped up in a blanket, who speaks with an old lady's voice. An Announcer introduces her as a very accurate teller of fortunes who can predict a person's future by touching anything belonging to the person.

The Announcer calls up a series of Scouts. He asks the first Scout what he has brought, and the Scout produces a pencil. The Announcer hands the pencil to the Fortune Teller and asks her to tell the future of the owner. The Fortune Teller waves her hands and mumbles some words and then predicts that the owner will become a writer.

The scene is repeated. A Scout produces a comb from his pocket, and the Fortune Teller predicts that he will become a hairdresser. A third Scout has a dollar, and she predicts that he will become a successful banker.

After several of these, the Scapegoat is summoned from the audience. The announcer asks what he has to show the Fortune Teller. No matter what the Scapegoat suggests, the Announcer says it is not good enough. Either it has been done before, or it is too easy, or "That's no fun!", or any other reason. Finally, the Announcer suggests that the Scapegoat try his shoe, and makes him take it off.

The shoe is handed to the Fortuneteller, who repeats her mumbo jumbo. (If the Fortune Teller is a good pantomime, this is a wonderful opportunity to make faces, hold her nose, etc.) She then announces, "You will take a long walk in the woods!" She throws the shoe far into the woods.

## FOUR LEAF CLOVER

A person finds a four leaf clover. He feels sure that it will bring him good luck. Another person runs into him. They accuse each other of running into each other. They start hitting each other. A policeman comes along, the other guy accuses the lucky person. The lucky person is hauled off to jail. The lucky person reappears, disgruntled and unhappy. Garbage is dumped on him as he walks along and gets fined by a policeman for littering. The lucky man throws away the four leaf clover. Another finds it. The former lucky man comes back on stage. The person who found the four leaf runs on stage saying he just won a million dollars and has good luck since he found it. The former lucky man slumps down, groans, and begins to cry.

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## THE FRIGHTENED HUNTER

Cast: Story teller, hunter, game warden

The story teller tells the story, while the hunter pantomimes the story and his actions. The game warden comes in on cue.

Story Teller: There once was this hunter who was hunting for several years in the same location. Every year, he would see a deer grazing on the edge of a cliff, which was just outside the allowed hunting zone. The deer would never come into the hunting zone. Now this was a very big deer, and would have been a wonderful prize. But the hunter was always unsure, and didn't want to lose his license. Finally one year, the hunter decided that he was going to shoot the deer anyway, as he wasn't having much luck. He went up to the deer, saw that it was dead, and threw it over his right shoulder, then put his gun over his left shoulder. All of a sudden, the game warden came up to him.

Game Warden: Excuse me, sir, I was just watching you. What's that over your shoulder?

Hunter: (looking over left shoulder) That's my hunting rifle.

Game Warden: And what's that over your other shoulder?

Hunter: (looking over right shoulder, and shakes off the deer) AAHHHHHH!

## GAME SHOW

The skit starts out with a couple of campers (or scouts in your case) asking for some volunteers from the audience (parents will do JUST fine...evil grin).

The volunteers are then removed from the room by one of the scouts in charge of the 'Game Show' (thank you Vanna...)

After the volunteers have been removed, the 'Game' is set up. Two tables (the folding type work VERY well) are covered with sleeping bags and balls of various descriptions are placed under buckets on these tables, the catch is that in between the two tables a person (another scout perhaps) is kneeling with his head under a bucket to resemble the other buckets (of course this is well hidden with sleeping bags, or sheets or what ever you have handy) The tables are then moved close together to further hide the fact that there is anyone under the table, and don't forget to cover the front of the table so that the participant, or victim as it were, cannot see under the tables.

Bring in the first contestant...

It is then that the 'Game' is described to the contestant. He/she is to make his/her way down the line of buckets picking up each bucket and naming the ball under the bucket. Give some time record to be beaten. Then as they make their way down the line and eventually pick up the bucket off of the table under which the scout is hiding, the scout should yell/scream etc. to further the shock value.

Bring in the next contestant...etc

This skit is generally really effective and is good for a few laughs if nothing else.

-- Thanks to James Brezina

# Blackhawk Area Council



## **GONE FISHIN'**

Three boys sitting on a bench or chairs in the front of the room. The two boys on outside have fishing poles, the one in the middle is reading a newspaper. Boys with lines act like they are fishing.

Cub 1: Sure haven't been catching much.

Cub 3: I haven't even had a nibble.

Policeman: (walks on from offstage.) What are you guys doing?

Cub 1: Fishing, sir.

Policeman: Can't you tell this is a pack meeting?

Cub 3: No, it's a pond!

Policeman: (nudges man with paper and he lowers it) Do you know these two characters?

Cub 2: (folds newspaper) Sure, they are my friends.

Policeman: In that case, you'd better get them out of here.

Cub 2: Yes, sir. (reaching behind chair, picks up a paddle and acts as if he is paddling away.)

## **GOOD SOUP**

Props: a large pot, several spoons, and a floor mop. A chef's hat would also be useful.

Announcer: This scene takes place in the camp Dining Hall.

(Several boys are seated around a large pot, sampling the imaginary contents with the spoons.)

Scott : Boy, this is sure good soup.

Brad : Yep, it's got REAL flavor.

David : Sure is, why it's even better than my Mom makes.

Matthew: Oh yeah. It's the best food I've eaten at camp all week.

Cook : (Enters waving floor mop and shouting) Hey you guys ! Get out of my mop water !!!

## **Version 2:**

*Known by the same title in the Leader Magazine.*

Cast: Three or four Cubs or Scouts, Cook, Tub

Setting: Kitchen

#1: (Over tub, tasting contents) Good Soup!

#2: Yeah, Good Soup!

#3: I know! Good Soup!

#4: None better than this! Good Soup!

Cook: (Comes running in) Get out of my dishwasher!

# Blackhawk Area Council



## GRANNY! WAKE UP!

Cast: Grandson, Granny (2 people), Volunteer, Victim, campfire blanket(s)  
Setting: In Granny's Room

Granny is in bed (say on the floor,) and of course is covered with blankets. Your two grannies lie down on their backs, as close together as possible, with heads in opposite directions. The head of one is exposed, the other being covered and where Granny's "feet" are.

Try to figure out a way to set up the audience such that it seems like the right way to be addressing Granny, such as Her being afraid of getting any worse and wanting to be completely covered up to avoid getting cold.

Grandson: (To Granny) Granny! Wake Up! It's time for your pill! (Pause -- no response.) Granny! Wake Up! Oh no! She may be dead! (Ham it up, boys!) My gosh, I'll need some help! (Get volunteer.) Help me wake Granny!

Both of them: Granny! Wake UP! Wake Up!

Grandson: Oh, what ever will we do? She needs to take that pill! I think we need more help! (Get victim.) Will you help us? Just call out with us to wake up Granny.

All of them: GRANNY! WAKE UP! WAKE UP!

Grandson: Maybe if you stand over her and ask her for a sign that she's still alive.

Victim: OK. (Stands over her) Granny! Wake Up! Please! Give me a sign!

Granny's "back end" rises up and hits him on the behind.

## THE GREAT SEAL

Scene: Group of Cub Scouts are talking.

1st Cub: Bet you never heard of the Great Seal of the United States.

2nd Cub: You lose. I certainly have heard of it.

1st Cub: Okay. I'll bet you don't know where to find a picture of it.

2nd Cub: You win. Where?

1st Cub: On a dollar bill. Look. (Holds up dollar bill.)

2nd Cub: You mean the picture of George Washington?

1st Cub: No, turn the bill over and look at the two circular designs.

2nd Cub: That's the Great Seal? Why are there two designs?

1st Cub: That's the front and back of the Great Seal, like the front and back side of a coin.

3rd Cub: What do the designs mean?

1st Cub: First there is the eagle. That's our national symbol. The shield over the eagle's breast has 13 strips.

4th Cub: For the 13 original states?

1st Cub: Right!

5th Cub: (Looking at bill.) What's the eagle holding in his beak?

1st Cub: It's a ribbon with the words "E pluribus unum" which is Latin for "one from many".

4th Cub: Meaning one nation from many states?

1st Cub: Right!

3rd Cub: What's the eagle holding in his claws?

2nd Cub: I know. There is an olive branch, the symbol of peace, with 13 leaves.

4th Cub: And he's holding 13 arrows in the other claw, which means that we intend to defend our freedom.

1st Cub: Do you know why the eagle is facing right?

# Blackhawk Area Council



2nd Cub: It means that peace is right. Peace is first.

3rd Cub: What does the pyramid mean?

1st Cub: The pyramid is a symbol of strength and lasting power. But notice that it's flat on top - unfinished. That means the nation is unfinished. We still have a big job ahead.

4th Cub: What is that triangular eye above the pyramid?

5th Cub: I think it represents God watching over us.

3rd Cub: Gosh, I never realized there was so much crammed into the Great Seal.

1st Cub: And I'll bet you never realized it was right on a \$1 bill.

## THE GREATEST SPITTER IN THE WORLD

*Another 2-person skit you can plug in.*

Cast: GSITW, Partner with metal pot (with a bit of water in it) and a pebble

Setting: Boardwalk, Circus, Amusement Park

Separate GSITW and partner by about 15 feet.

Partner: Ladies and Gentlemen! May I present to you the Greatest Spitter in the World! He does all kinds of tricks with a mere spit! Let him show you the simple spit first!

GSITW sends off a regular spit, which is caught in the pot by the partner. When it's supposed to land, he hits the bottom of the pot with a secret pebble he holds in his hand.

Partner: Ladies and Gents! That is not all he can do! Watch his fastball!

Again, another spit which immediately "lands" in the pot. Continue with tricks, such as slow spit, high spit, round the world spit (in which case each turns around, backs facing each other, and the spit takes a while to come around but indeed does,) curve spit, and so on. Finally,

Partner: Now for his last spit! It's a really difficult spit but we think we have it! It's a high, quadruple axle, curvy, spring jump spit! We must have absolute silence for this one!

GSITW spits up, partner follows it up, doing 4 spins, it curves side to side, begins to jump up and down in air, then he seems to lose it ... no, there it is ... he goes side to side, trying to catch it, he trips and spills the water on the crowd.

## THE GROWING MACHINE

The cardboard box needs to be large enough to hold one of the players and various props. "Load" it and push it on stage, where a narrator explains that this marvelous machine has been invented by tonight's guest, Professor..., who will demonstrate its tremendous powers. He introduces the professor, who enters carrying a bag of his props.

The professor explains he has invented a wonderful machine that makes things grow. He proceeds to demonstrate. He pulls a small piece of paper from his sack, pushes buttons, etc., and throws in the piece of paper (sound effects, flashing lights). The player inside throws out a paperback book. The demonstration continues with small ball in, large ball out; piece of string in, hunk of rope out; etc. Finally, the professor throws in a baby doll. The player inside jumps out in baby clothes, cries "Daddy!", and chases him off stage.

# Blackhawk Area Council



## THE HAIR CUT MACHINE

The cardboard box needs to be large enough for a player to poke in his head. Face the opening away from the audience. Set up a striped pole and use a few other barbershop props. The "customer" wears a tight fitting light-colored bathing cap to hide his hair and, over the cap, a long scraggly wig loose-fitting enough that he can shake it off when he needs to but well enough anchored that it won't fly off too early.

Barber is on stage. Customer enters and asks for a hair cut. Barber checks him out, announces he thinks this is a job for his brand new haircut machine, and convinces the customer to try it. Customer sticks his head into the back of the box and barber turns it on (sound effects). Customer yells, flails, flops and goes through incredible contortions, shaking off the wig in the process. Barber, unperturbed, turns off the machine. Customer pulls out "bald" head and races screaming off stage.

## HAPPY BIRTHDAY SKIT

Characters: 5 Cub Scouts plus one small Cub Scout.

Props: A 'birthday cake' large enough for the small boy to hide inside.

Cub 1: Well, here we are. But where is Ed?

Cub 2: I don't know. It's just like Ed to invite us over for the surprise party and then not be here.

Cub 3: Does anyone know who's birthday we're celebrating?

Cub 4: It isn't mine. Mine's in April.

Cub 5: Who cares?

Cub 4: I do! Besides, now that you know when it is, you can save your money and buy me a super present!

Cub 1: Boy! Will you look at that cake?

Cub 2: Man, that's big enough to feed an army!

Cub 3: Not with Jack around. You know how he is with our den snacks. He eats everything in sight!

Cub 4: I can't help it. I'm just a growing boy...just like the Law of the Pack says we should.

Cub 5: Yeah, but we're to grow up...not out!

Cub 1: Look, here's a note.

Cub 2: Read it. Maybe it will explain what this is all about.

Cub 1: Okay, okay! (Reads from note.) We're a gang that's really true, Here to celebrate our , Our organization rates an "A" plus, so let's all sing...

Small Cub: (Jumps out of cake and yells Happy Birthday to us!)

# Blackhawk Area Council



## HARLEM GLOBETROTTERS

Three scouts are doing laundry, each is sitting behind a bucket which holds his "laundry". Two of the buckets really have water and a rag or two. All three work at scrubbing and wringing water from their laundry for a few seconds. One sitting on the end shakes the water from his hands getting his neighbor slightly wet. This provokes the scout in the middle who retaliates with a splash back ... escalate in comedic fashion till the one on the end throws a wet rag at the face of the "scout" in the middle who ducks. The rag sails on till it smacks the scout on the far end (previously not involved in the water fight) in the face. The smack-ee picks up his bucket to dump on the others who take flight into the audience.

The Punch line: When the actors are in the crowd the smack-ee tosses the contents of his bucket in a wide arc over as much of the audience as possible. In the version I saw the bucket was filled with pieces of newspaper but in a Scouting setting a bucket full of leaves would work just as well. If the actors have a little talent and practice this can be extremely funny.

## HAVE YOU SEEN MY BELLY BUTTON?

Cast: Dog owner, Passengers on bus, stuffed animal  
Setting: City Bus

Owner goes around on the bus asking people if they've seen his Belly Button. Some ignore him, women gasp, people are horrified, some respond, "The nerve of him!" "How crude!" "What a rude person!" Finally he spots the toy and exclaims,

Person: Ah! Belly Button! There you are, you bad dog!

## THE HIGHEST TREE CLIMBER IN THE WORLD

*Again, this can be a 2-person skit.*

Cast: 2 Friends, HTCITW

Setting: Campfire

Tree climber is hidden in the woods and is able to ruffle a bush or tree.

1: You know, they say there's this really good tree climber trying out for the Olympics. I wonder if he's practicing around here?

2: Call out and see!

1: Hey! Tree Climber! You around here?

Climber: Yep!

1: You practicing?

Climber: Yep!

1: How high are you?

Climber: Oh, not high. About 100 feet.

1: Wow! Can you go higher?

Climber: Yep! (Ruffles tree.) Now I'm at about 200 feet.

1: Fantastic! Can you go higher?

Climber: Yep! (Ruffles tree.) Now I'm at about 275 feet.

1: Neato! Can you go higher?

Climber: Yep! (Ruffles tree.) Now I'm at about 325 feet.

1: Great! Can you go higher?

Climber: Yep! (Ruffles tree.) Now I'm at about 400 feet.

1: Gee! I'm amazed!

2: Excuse me, Sir, but I have a book here that says that the highest tree in the world is only 360 feet high!

Climber: Ahhhhhh!!!!!! (Thump!)

# Blackhawk Area Council



## HOW INDIANS TELL TIME AT NIGHT

The Master of Ceremonies announces that the next skit as, "How Indians tell time in the dark".

He recruits a few scout to dance (Indian style) around the campfire fire and Indian chanting at the same time.

The MC stops and says "listen" hearing nothing he says this is not working. He then recruits more volunteers, dance sing chant, etc. He stops the group to listen, (still nothing). He gets even more volunteers, repeat dance, sing chant, the final time when he stops the group to listen someone from offstage yells: "Would you be quiet! Don't you know its 2:00 o'clock in the morning?"

## HOW MUCH?

Characters: Bob (a cashier), Paul (a Webelos Scout) and Mr. Jones (Cubmaster).

Setting: Bob stands behind counter (table) waiting on Paul. He has a computerized check-out machine (decorated box). Groceries indicated in script are ready to be checked out (empty cartons).

Paul: Hi Bob! How much are these eggs?

Bob: Seventy cents a dozen (scanning eggs).

Paul: How much for two dozen?

Bob: One dollar and forty cents.

(Paul writes down the prices on a pad as Bob scans each item)

Paul: How much is one pound of coffee?

Bob: Two dollars and 89 cents (scans coffee).

Paul: How much for one can of peas?

Bob: Thirty-three cents (scans peas).

Paul: How much is one box of Betty Crocker Cake mix?

Bob: Seventy-nine cents (scans cake mix).

Paul: How much is a pound of American cheese?

Bob: One dollar and 59 cents (scans cheese).

Paul: And a bottle of grape juice?

Bob: Seventy-nine cents (scans grape juice). Say, you certainly are keeping good records of what you spend.

Paul: One package of oatmeal?

Bob: One dollar and 49 cents (scans oatmeal).

Paul: Now, how much does all that cost?

Bob: That's nine dollars and 28 cents.

(Mr. Jones enters)

Mr. Jones: Hi, Bob! Hi, Paul! Are you buying food for the Webelos overnight camp out?

Bob: Do you want all this in paper or plastic?

Paul: Oh, no! I don't want to buy anything. I just had a math problem today. "How much would the following items cost at today's prices?" Thanks for the help, Bob! Bye!

# Blackhawk Area Council



## HOW TO WASH AN ELEPHANT

Before introducing this stunt, choose three people to leave the room. They should not overhear the narrator. Narrator explains to audience that the stunt is called "How to Wash an Elephant", a classic example in communications. He tells the following story and pantomimes the motions as he goes.

Narrator: One morning, Farmer Friendly went out to the barn to begin his chores (pantomime walking). He threw open the barn door, and to his surprise, he found an elephant in his barn (pantomime throwing open door, surprise). The farmer didn't know what to do with the elephant so he decided that the first thing to do was to wash it. He led the elephant from the barn (pick up the elephant's trunk and walking with it over your shoulder, open and close barn door). He left the elephant near the pump, got a bucket and scrub brush and pumped the bucket full of water (pantomime the actions). Now he was ready to begin. First he scrubbed the left side (lift up elephant's ear and wash that). Then he was ready for the stomach (lie down on floor; wriggle under elephant and scrub underside). Next, the right side (repeat actions as for left side). Then he scrubbed the elephant's face (pantomime scrubbing between eyes and down length of trunk). Almost done (walk to rear of the elephant, gingerly lift up tail and quickly scrub there). There, that's done! (Pantomime throwing out rest of water, putting the brush in bucket and setting bucket beside pump. Take the elephant by his trunk and lead him back to the barn, open door, lead him in, go out and shut door behind.)

Narrator tells audience he will call people back in, one by one, and pantomime the stunt, without benefit of narrative. The first person will do what he remembers for the second person, and so on. He will, of course, have no idea what the motions mean, so it can be very funny. By the time the actions are pantomimed for the third person, it will be distorted and bear little resemblance to the original version.

After all three have tried their luck, the narrator explains the story and tells them what they were doing.

## ICE FISHING

Four fishermen standing around watching one saw a hole in the ice. They saw a hole in the ice.

First One: Gosh this is hard. Ok , Let's get started.

They all throw their lines into to water. After a while, a voice from the distance says:

"There are NO FISH there."

The group looks at each other and decides to move:

2<sup>nd</sup> Fisherman: Ok let's go here.

1<sup>st</sup> Fisherman: Oh do I have to do this again. (And starts to saw.)

They start to fish again.

"There are NO FISH there."

They look at each other and decides to move.

2<sup>nd</sup> Fisherman: Ok let's go here.

1<sup>st</sup> Fisherman: Oh do I have to do this again. (And starts to saw again.)

"There are NO FISH there."

The group looks at each other and second fisherman: Is that you GOD?

NO I AM THE ICE SKATING RINK MANAGER, THERE ARE NO FISH UNDER THIS ICE.

# Blackhawk Area Council



## I GOTTA GO WEE

Five guys sleeping in a tent, all in a row. The scoutmaster on one end, the little scout on the other.

The little scout climbs over all the other sleeping scouts, who try to remain asleep, and shakes the scoutmaster. "Scoutmaster! Scoutmaster! I gotta go wee!"

"Huh? Wha? Go back to sleep." The little scout crawls back over everyone and goes back to sleep for 5 seconds.

The little scout climbs over all the other sleeping scouts, who try to remain asleep, and shakes the scoutmaster. "Scoutmaster! Scoutmaster! I gotta go wee!"

"Huh? Wha? Go back to sleep." The little scout crawls back over everyone and goes back to sleep for 5 seconds.

The little scout climbs over all the other sleeping scouts, who try to remain asleep, and shakes the scoutmaster. "Scoutmaster! Scoutmaster! I gotta go wee!"

"OK! OK!", says the scoutmaster, "If you've gotta go, then go."

The little scout stands up and waves his hands in the air: "Weee!!!!"

-- Thanks to Bob Jenkins

## IGOR

No props are needed, although the actors can make up bits of costumes that emphasize their roles. The evil professor can wear a long white lab coat. Some rehearsal is wise, to get the most out of each performance.

A large Scout lies stiffly in the middle of the stage. The Professor enters and introduces himself, giving a very Russian-sounding name. He boasts about his great abilities and how he will prove that he is the greatest scientist in the world. He has created a monster named Igor, who can obey three different commands! With these commands, the Professor will control the world.

The Professor is interrupted by a loud knock on the door (from off-stage). A Scout enters, trying to sell a subscription to home delivery of the local newspaper. The Professor refuses, but the Scout persists. The Professor turns to the audience and says, "Now you will see what I can do with my monster!"

He turns and points to Igor and says, "Igor! Stand!" Igor slowly stands up. The Professor says, "Igor! Walk!" Igor stiffly walks toward the Scout.

He says, "Igor! Kill!" Igor reaches out and strangles the Scout, who dies with a great show of anguish.

"Ha! Ha!" says the Professor, "Now you see what I have achieved! Now you know that I can control the world with Igor and my three commands!" Igor slowly goes back and lies down.

The scene is repeated at least twice more, with a Girl Scout selling cookies, a religious zealot, a vote-seeking politician, or a door-to-door salesman. Each time, the Professor boasts, he is interrupted by a persistent salesman, and he uses the three commands. Each salesman is killed off.

The Professor finally comes to the front of the stage, with Igor lying among the bodies behind him. He boasts again about his three commands, and how he will use them to control the world. All he has to do is say, "Igor! Stand!" Igor stands.

"Igor! Walk!" Igor walks toward the Professor, who does not notice him.

"Igor! Kill!" Igor kills the Professor, turns, and lies back down.

# Blackhawk Area Council



## THE IMPORTANT MEETING

Scene: Six to eight players sit around a table scattered with papers, a couple of water glasses, etc. They mime a discussion, some jotting down notes, etc.

Enter the narrator, outfitted as a news reporter. In confidential tones, the reporter explains that this is an important meeting of the group committee, gathered on this occasion to make some very important decisions.

As the narrator says something like, "Let's see if we can get a bit closer to hear how things are going", the group at the table add some mumbling and unintelligible arguing to their mime. Occasionally, they punctuate the din with outbursts such as, "No, no!"; "I disagree!"; "That's better"; "No way!"; "That might work" and the like.

Finally, the hubbub dies, the group settles back. One member stands and announces, "Then it's decided; a 12-slice pizza with olives, mushrooms, lots of cheese, but hold the pepperoni."

All: Agreed!

## IN THE FURNITURE STORE

You need a furniture store salesman and a customer who knows what is happening. Before the salesman can sell anything, he needs stock. Call for volunteers from the audience: four to lie down to make the rug; three to crouch as the couch; one or two chairs; a lamp; and most important, one good natured fellow to get down on all fours as the coffee table. When all are ready, a customer enters and asks to see a couch. The salesman shows him the furniture, extolling its high quality and low price. He pays particular attention to the coffee table: beautiful, sturdy, mark and mar-proof, etc.

The customer shows some interest. The salesman pats and wiggles the coffee table to show how firm and steady it is, then picks up a cup (empty) and says something like, "See this cup of water? Pretend it's coffee. When it sits on this table, you know it will never spill!" He places the cup between the shoulder blades of the coffee table and jiggles it gently. "See!" The customer says he'll think about it and leaves. The dejected salesman dismisses all the furniture except the coffee table and leaves. The coffee table tries to figure out how he will get up without spilling what he thinks is a cup of water all over himself. Cheer him on!

## THE INFANTRY

*A variation of the Viper.*

A scout runs in to a camp of soldiers yelling "The infantry is coming! The infantry is five miles away!" The soldiers look up, mumble, and act nervous.

A scout runs into the camp of soldiers yelling "The infantry is coming! The infantry is one mile away!" The soldiers stand up and start gathering their gear.

A scout runs into the camp of soldiers yelling "The infantry is coming! They're just over the hill!" All the soldiers scream and run away, opposite direction that the scout came from.

Two people run in from the direction the scouts came from, carrying an infant tree. They run after the soldiers.

-- Thanks to Bob Jenkins

# Blackhawk Area Council



## THE INVISIBLE BENCH

Need: 4 (or more) scouts .

First boy is squatting as though sitting on an invisible bench. The second boy comes in and asks what the first is doing.

"I'm sitting on the invisible bench."

"Can I join you?"

"Sure, there's plenty of room."

Second boy pretends to sit.

A third boy comes along, and the scene repeats.

Go on for as many boys as you want.

When the last boy comes along, asks and is answered, he says "But I moved it over there this morning!"

AAAAHHHHH!!!! All seated boys fall down.

-- Thanks to Richard A Quinnell, Pack 609 Monterey Bay Area Council

## IS A TRAIN PASSING TODAY?

*Otherwise known as "Is The Train Comin'?" in the Leader Magazine. One of those skits rarely done yet quite funny if done right.*

Cast: Grandma, Grandpa

Setting: Train Station

Grandma: (In old voice) Grandpa, is a train passing from the south today?

Grandpa: (Hobbles over to station, checks the schedule, looks to the south, returns, and in an old voice,) No, Grandma.

Grandma: Grandpa, is a train passing from the north today?

Grandpa: (Hobbles over to station, checks the schedule, looks to the north, returns.) No, Grandma.

Grandma: Grandpa, is a train passing from the east today?

Grandpa: (Hobbles over to station, checks the schedule, looks to the east, returns.) No, Grandma.

Grandma: Grandpa, is a train passing from the west today?

Grandpa: (Hobbles over to station, checks the schedule, looks to the west, returns.) No, Grandma.

Grandma: Good. We can cross the tracks now.

## JOKE TELLER

A patrol of scouts are sitting around the campfire, eating their dinner. Every once in a while an older scout will yell out a number and all of the scout will laugh hysterically. All except one new scout who just looks around. Finally after three or four numbers have been yelled he the new scout ask his patrol leader about what is going on. The Patrol leader explains that at some camps they got in trouble for the jokes they told so they memorized the jokes. Each member just says a number in order to tell a joke. The Patrol leader gives the new scout a book of jokes to learn. The new scout finds a joke and yells "52". Nothing happens. He asks the patrol leader why no one laughed. The patrol leader says: "Some guys just don't know how to tell a joke!"

# Blackhawk Area Council



## LETTERS FROM HOME

Props: Two sheets of paper.

Scott: (Enters) Gee, it's always nice to get a letter from home when you're at camp.

Robin: (Enters) Hey, look, I got a letter from my Mom.

Scott: Me too. Listen, my Mom says she's writing this letter slowly, because she knows I can't read fast.

Robin: Mine says I won't know the house when I come home.. They've moved !

Scott: Oh, my Dad has a new job with 500 men under him. He's cutting the grass at the cemetery.

Robin: Our neighbors started keeping pigs. Mom got wind of it this morning.

Scott: Oh, my goodness. My little brother came home from school crying because all the other boys had new clothes and we can't afford any for him. Mom says she got him a new hat and lets him stand in the window.

Robin: There was a washing machine in the new house. But my Mom put four shirts in it, pulled the handle and they disappeared. Guess it doesn't work right.

Scott: My Mom had her appendix out and a dishwasher put in. And, oh, my sister had a baby this morning. Mom doesn't know if I'm an Aunt or an Uncle, because she doesn't know yet if it's a boy or a girl.

Robin: Oh, dear, there's a P.S. It says, I was going to send you \$ 10.00, but I had already sealed the envelope.

Scott: Well, it's nice to know things are normal at home.

Robin: Yep. (Both exit)

(With this skit it is possible to put each boy's script on a sheet of paper, and they can read it out, as though they were reading the letter. They should rehearse, of course, to make it sound natural.)

## LEWIS AND CLARK GET LOST

Character: 4 Indians, Lewis and Clark

Scene: 4 Indians on stage, Lewis and Clark enter.

Lewis: Hello Indians my name is Lewis.

Clark: And mine's Clark, and we're exploring our way across this new land.

Indian 1: We don't think it's a new land. We've lived here for many moons.

Lewis: Great! You should know your way around very well.

Clark: And that's great because you see, we are lost. Could you help us find our way to the Missouri River?

Indian 2: Missouri River? Never heard of it.

Indian 3: Me either. I've heard of the Misery River, but it's downstream quite a ways.

Indian 4: I once ate some liver from a cow from Missouri, but I guess you're not looking for the Missouri Liver.

Lewis: You are all crazy. You've lived here all these years, and you can't tell us how to get to the Missouri River?

Clark: You must not roam much.

Indian 1: The may well be, but at least we aren't lost!

# Blackhawk Area Council



## THE LIGHTHOUSE

See "*The Olde Lighthouse*" in this Big Book.

Cast: 1 narrator

3-6 Scouts for the lighthouse walls

3-6 leaders, counselors, kitchen staff, etc., number to equal the Scouts and will be 'recruited' during the skit

1 flashlight, or 2 if using 5-6 Scouts

Scouts stand in a circle, facing out, feet spread 2' - 3' apart but touching feet of Scouts on each side. The flashlight is held at eye level and is passed around the circle. Scouts stand tall and hold the beacon's beam steady.

**Narrator:** "Many years ago the people of a seaside village built a lighthouse to warn approaching ships of a dangerous shoal near their harbor. Its beacon could be seen for miles, even in fog and storms. For many decades, the lighthouse stood firm and gave safe passage to all who sailed by the village. But as the years went by, the villagers grew old and so did the lighthouse. The villagers could no longer make repairs, the ocean's waves wore away the foundation, the lighthouse started to sag and failed at its duty."

The Scouts now stoop, heads lean to the side and bend their knees slightly; the light 'travels' a zig-zag path around.

**Narrator:** "When the schooners and square riggers started to go aground on the shoals, the old villagers knew they had to call in experienced people to help with their problem. People who were pillars in their own communities and who were solid as a rock."

Recruit your favorite 'I'm gonna get you now' people and instruct them to go down on their hands and knees and into the walls. Leaders are facing in with their derrieres out, and are straddled by the Scouts who again stand tall and give a steady light.

**Narrator:** "Now with these new rocks placed into the foundation, the lighthouse once again shines a bright beacon and stands firm in the stormy surf to withstand the pounding of the waves."

Scouts drop the flashlight and then hand paddle the leaders.

-- Thanks to The U.S. Scouting Service Project

## THE LIGHTHOUSE STORY

A lighthouse keeper runs in circles, pretending to run up the spiral staircase at the lighthouse, to check on the light on top. The phone rings, and he runs down the spiral staircase. He misses the phone call, and goes back up. The phone rings again and he goes down again.

The lighthouse keeper answers the phone, and finds out that he has two friends coming over to visit. He goes back up the staircase to check light. Knock on the door or a bell rings. He goes down the staircase to answer the door. He and his friends go up to the top while he checks the light. One friend faints. The lighthouse keeper sends the other friend down to call 911. He starts to call but forgets the number and goes back up to ask. He goes back down & calls for the Doctor. He goes back up.

Door bell rings and they go down to answer the door. The doctor enters and they all go up the staircase to where the fainted friend is. The Doctor tells them the fainted friend has to go to the hospital. The pick him up and go down.

On the way out the door the friend asks what that other door is for. The lighthouse keeper says it is the elevator.



# Blackhawk Area Council

## **LIGHTENING STRIKE**

A group of scouts are out hunting along with the troop chaplain. The Troop Chaplain says "Look there goes a duck." A Scout using imaginary rifle takes a shot, and missing says something beginning with Dang. (Dang, I missed. Dang, missed again. Dang cant hit anything, etc.)

Each time the chaplain explains that he is the chaplain and cautions the Scouts for their language and that they will anger the Lord. Finally the chaplain being somewhat put outs says: "If you use that language once more, the Lord will strike you down on the spot!". Repeat the scenario, There is one, bang, Dang missed again. Then from outside of the campfire are is a loud band, One of the Scouts yells look out for the lightening, and the chaplain fall to the ground. A voice from outside the campfire says in a deep voice, "Dang! Missed Again!"

## **LISTEN AT THE WALL**

One person goes along a wall listening and listening. Others come along and ask him what he is doing. He says dramatically, "Listen," and the others do. One of them says, "I don't hear anything", in a disgusted voice. "LISTEN", he says more dramatically and they listen some more. Again someone says, "I don't hear anything." The original listener says, "You know," with a faraway look, "its been like that all day."

## **LITTLE ERNEST**

An all time favorite at Camp is this visual-effect skit where one boy is the head and feet (shoes on hands) and another behind him under a poncho or tarp is the hands.

Ernest worked on the waterfront at camp and demonstrated how to row, paddle a canoe and run the waterfront. He danced with joy at being invited to a party and got ready by brushing his teeth and attempting a quick shave.

## **LIVING XYLOPHONE**

The instrument consists of several kneeling performers. The player strikes each on the head with a fake mallet or his fist as if playing a xylophone. Each player utters a single note when struck. Simple songs such as "Twinkle, Twinkle, Little Star" can be played this way.

## **LOBSTER TAIL**

Two Scouts enter a fancy seafood restaurant, seated by Host, given menus, they study and discuss the menus, etc. Waiter arrives to take orders. One customer orders shrimp. The second says, " I'd like a lobster tail, Please." Waiter says appropriate things, goes away, returns with a storybook, sits down near customer two but faces audience, and begins to read; "Once upon a time, there was a little lobster....."

Narrator: And so our brave hunters took a bag of sugar and forced it down the loon's throat. Ahh ... Watch

# Blackhawk Area Council



## LOST DOG

CAST: DAVE & BOB.....Dave is crying

DAVE: Boo hoo hoo!

BOB: Hey Dave, why are you crying?

DAVE: (still sniffing) I lost my dog

BOB: Maybe he'll come home.

DAVE: No, he won't come home. He's lost.

BOB: Why don't you put an ad in the lost and found column of the newspaper?

DAVE: No. It wouldn't do any good.

BOB: Well, why not?

DAVE: Because my dog can't read!

## LUNCH BREAK

Props: Lunch bags or pails.

Announcer: We see here a construction site. It is now lunch time, and two friends are about to eat.

Worker 1: (Opens lunch bag and looks very disgusted) Yechhhh !! Egg salad sandwiches again !

Worker 2: Look, if you hate them that bad, I'll swap with you.

(Both pretend to eat, then exit.)

Announcer: The next day.

Worker 1: (Enters with Worker 2, opens lunch bag and looks very disgusted) Yechhhh !!! Egg salad sandwiches again !

Worker 2: O.K... I'll trade with you again. (Both pretend to eat, then exit.)

Announcer: The next day.

Worker 1: (Enters with Worker 2, opens lunch bag and looks very disgusted) Yechhh !! Egg salad sandwiches again !

Worker 2: (Angrily) Look, if you don't like egg salad sandwiches, why don't you ask your (wife/mom/significant other) to make something else ?

Worker 1: My (wife/mom/significant other)?? She's got nothing to do with it. I make my own sandwiches !

## MIND READING

The mind reader sits behind a table with a number of slips of paper before him. One at a time he names a famous person and his or her good turn. He writes the name of the person on a slip of paper, folds it in half, and places the slip in a clear glass. He then asks someone to come up and take a slip of paper out of the glass, look at it, but do not tell him the name written upon it. The mind reader then pours water into the glass and stirs until they are thoroughly saturated. He then pours off the water into another glass and throws the paper away into a waste basket. After examining the water in the glass, he announces the name of the slip drawn. Solution: Write the name of the first person named onto every slip of paper.

# Blackhawk Area Council



## THE MAGIC DOCTOR'S CHAIR

Characters required, 1 doctor and four patients. Props required, two chairs.  
Scene begins with doctor sitting on one of the chairs.

First patient enters twitching their left arm.

DOCTOR: 'And what's wrong with you sir?'

Patient 1: 'As you can see doctor I have this terrible twitch'

DOCTOR: 'Just sit on my magic chair and you'll get better'

The patient sits on the chair and stops twitching, but the doctor's left arm starts twitching.

Patient 1: 'Oh thank you doctor. you cured me'

The patient leaves, the doctor still twitching calls for the next patient.

DOCTOR: ' Next '..... 'And what's wrong with you sir?'

This patient has the hiccups. The process of sitting in the chair is repeated. The doctor now has a twitch and the hiccups.

The third patient is called in, both his legs keep flicking in the air. The process is again repeated so that the doctor now has a twitching arm the hiccups and both legs flicking in the air.

The doctor now calls patient four. This patient looks quite normal, enters and sits in the magic chair.

DOCTOR: 'And what may I ask is wrong with you sir?'

Patient 4: 'I've got a terrible case of the trots doctor' The doctor runs off the stage holding his stomach.

*Note: TROTS is English slang for can't stop going to the toilet*

-- Thanks to the Australian Scout Association

## MEASUREMENT PROBLEM

*It takes all kinds.*

Need: 3 scouts (2 older scouts and 1 Cub Scout).

(Two Scouts come on stage carrying a long pole. They prop it up, then stand back and look at it.)

Scout 1: Now, there are several ways we can figure out the height of this pole. How do you want to start?

(The Scouts unsuccessfully try various methods of estimation to calculate the height of the pole. The conversation goes something like....)

Scout 1: According to my calculations, that pole is about 2 m high.

Scout 2: There's no way. It has got to be shorter than that. Just look at it.

(This kind of exchange repeats several times as the Scouts obviously become more and more exasperated. A Cub strolls onto the stage.)

Cub: Hi! (he watches a bit) What are you guys trying to do?

Scout 2: We're trying to measure the exact height of this pole.

Scout 1: We haven't had too much luck, yet, but we'll get it.

Cub: Why don't you just lay the pole on the ground and measure its length?

Scout 1: (scornfully) Cubs!

Scout 2: I'll say. (To the Cub) Didn't you hear right? We want to know how tall the pole is - not how long it is

-- Thanks to The U.S. Scouting Service Project



# Blackhawk Area Council

## THE MOTORCYCLE SHOP

The Motorcycle Dealer introduces himself and his shop. He stocks many types of motorcycles, and they are all in excellent condition. In fact, he will demonstrate how good they are by making a sale to the next customer who walks in the door.

First, of course, he needs some volunteers from the audience. Three are selected, and each is briefed quickly as he comes to the front. (Choose scapegoats who have characteristics similar to the motorcycle they will represent.) The first is to go slowly when started. The second will go very fast, almost losing its rider. The third should not go anywhere. They are lined up on their hands and knees facing the crowd. "Now," says the Dealer, "You can see what fine motorcycles I have."

A Scout walks in and asks if he has any motorcycles for sale. Of course, the Dealer is eager to show his stock.

This first one is a Smith (use the victim's name). It's only 200 cc's, but a nice little machine. The Dealer makes his sales pitch and invites the Buyer to go for a ride. The Buyer straddles the Smith, raises himself up and mimics using the kick starter. The Buyer makes motorcycle noises, not very energetically. He 'rides' (actually straddles and walks) the Smith around in a slow circle, returning to the starting point. "That's too slow," says the Buyer, "Do you have anything more powerful?"

The next motorcycle is a 1000 cc Yablonski. Again the Buyer climbs aboard and operates the kick starter. The Yablonski roars to life and races around in a circle. The Buyer can barely hold on. "That's too fast! I could kill myself on that one!"

The Dealer says he thinks he has just the right one, a Jones that he recently received on trade-in. It's in good condition and has about the right power. The Buyer climbs on and tries to start. He makes sputtering noises. After several trials, he complains that something just isn't right because the Jones won't start. He gets off and stands looking at the motorcycle.

The Dealer yells angrily to Joe, who is offstage, "Joe! I thought I told you to put gas in the Jones!"

Joe replies, "Sorry Boss! I'll do it right now!" Joe enters quickly with a bucket or gas can and pours water onto the rear end of the Jones.

## MR. BOYCE AND THE GOOD TURN

Narrator: It's a foggy night in London. The year is 1910. An American businessman is lost in the fog.

Businessman: (Mr. William Boyce dressed in top coat, carrying brief case and umbrella. He wonders around the stage looking for a house number.) I don't think I can find my way tonight.

(A Scout comes on stage.)

Scout: May I help you sir?

Businessman: I am looking for this address. Can you tell me how to find it?

Scout: I sure can. I'll take you there.

(They walk to a certain spot on stage.)

Scout: Here you are, Sir!

Businessman: Thank you, and here you are (gives him some money) for helping me.

Scout: Thank you, but I can't accept anything. I am a Scout and this is my Good Turn for the day.

Narrator: Mr. Boyce was so impressed with this action that he looked up the Scouting movement in England. He brought back to America a suitcase full of pamphlets. He incorporated the Boy Scouts of America on February 8, 1910.

The Boy Scouts of America grew by leaps and bounds. A Federal Charter was granted to it by Congress in 1916, an honor given to few organizations.

Today it is a world brotherhood bound together by common ideals and a common oath or promise.

# Blackhawk Area Council



## MR. KERPLUNK

Announce him as Mr. Kerplunk the world renown spitter. He could be French, German, etc. with the appropriate accent. He says he will demonstrate several of his famous spits for the group. An assistant holds a bucket across the stage for Mr. Kerplunk to spit into (tap on the bottom of the bucket to create the special effect). Here are some examples of spits to use but be creative in creating your own:

- 1) Short Shot: He spits; sound effect comes immediately.
- 2) Ricochet Shot: He spits for a side wall (tree etc. if outside) and watches it bounce around before it hits the bucket.
- 3) Long Shot: He spits and follows the long arc with his head; sound made after a long pause.
- 4) Fast Shot: Sound effect is made before he spits.
- 5) Super Shot: Advertised as the most famous. Spends a minute getting mouth full of spit, checks bulge out and finally spits. Guy in front stands up and wipes water or raw egg from eye.

## NAPOLEON'S LAST FAREWELL

The narrator walks to the center of the stage and says that he would now like to present for his audience, that historical event, Napoleon's last farewell to his troops, after his defeat at the battle of Waterloo. He builds up the atmosphere, by asking his audience to imagine these thousands of soldiers, weary from days of fighting etc. When this has been built up enough, the narrator sticks his right hand, under the left breast of his jacket, walks forward and says "FAREWELL TROOPS".

-- Thanks to the Australian Scout Association

## THE NEW BADGE

Cast: Leader, 3 or 4 Kids

Setting: Meeting Hall

Leader: Boys, they're having a contest to redesign the World Conservation Badge. So you guys should try to come up with some ideas.

Kids: Sure thing, Akela.

After a pause, #1 comes in.

#1: Here's an idea, Akela.

Leader: Hmm... not bad. But isn't that too dull?

#2: Akela! Look at this!

Leader: Really nice, but the design is too complicated for the badgemakers to put on a badge.

#3: I have a really good one, Akela!

Leader: Very good. But I think it's too big.

#4: This is it Akela! It's sure to be a winner!

Leader: This is perfect! It's bright enough, simple to make, and the right size. Where did you come up with this idea?

#4: It's a copy of the old badge!

# Blackhawk Area Council



## OH-WA-TA-GOO-SIAM

A guru with a turban on his head comes out and sits down in the middle of the stage. Members of the audience are solicited to help bring back the ancient spirits who once inhabited the area. All are asked to kneel and with arms out-stretched, they are told to repeat the magic phrase after the guru. When ever this phrase brings enlightenment, they may return to the their seat in the audience. All sit kneeling near the guru repeating the guru's actions and words. The guru moves his arms and chants "Oh ... Wa ... Ta ... Goo ... Siam ...". All chant with him. Keep it up for a long while increasing the speed of the saying. Eventually everyone catches onto the fact that they are really saying, "Oh, what a goose I am."

## OLD MOVIE SCENE

Run through a short movie scene. Use jerky motions, flashlight flicker, etc. Just as the scene is about to end, the narrator says, "Oh no! Something's wrong; it's going backwards!" Then run through the whole scene backwards. Keep the scene short to only a minute or two.

## THE OPERATION

By setting up a white sheet and using a light behind it, a hospital operation can be silhouetted onto the sheet, which is set up like a screen. Ham it up with humorous dialogue, occasionally throwing a peeled tomato or a piece of raw liver or spurt of ketchup out to the audience. A good creative imagination would be an asset here.

## THE OUTHOUSE IN THE YANGTZE RIVER

You need: A boy to be the Chinese father, and three or four more boys to be his children.

The father starts out alone and calls his children to come to him. He is very angry. They all line up behind him.

Father: "As you know, someone has pushed the outhouse into the river.(To first son) Was it you?"

First Son: "No Father!"

Father: (To second son) "Did you push the outhouse into the river?"

Second son: "No Father!" He asks all of them, and they all say no.

Father: "In America, George Washington chopped down his Father's cherry tree. He told his Father 'I can not tell a lie'. When his Father heard this, he did not punish him, but he honored him for telling the truth." Now can someone tell me who did this?"

Second son: "I cannot tell a lie either Father. It was me!"

Father: "Why you little!" He runs up and starts strangling his son. Other sons try to keep him off.

Second son: Father! Why are you punishing me when I told you the truth? You said George Washington did not get punished!."

Father: "George Washington's Father was not in the tree!!"

All exit

Note: Some may find this offensive (Mainly Chinese people)You can use a scoutmaster and boys and have "Who pushed the latrine into the lake" or something like that.--

Thanks to Chris Whong of Boy Scout Troop 763, Wheaton, MD

# Blackhawk Area Council



## THE OUTLAW

I was recently on staff at Camp Birch of the 95' staff, and this was the most popular of them all we did.

This is set in the western era in the 1800's. Characters:

An Out Law, Partner, swinging doors(that squeak when opened), One person playing Wife of the Out Law, the Son of the Out Law, Camera person, Very Outgoing Director with German accent.

*ANY MISSPELLINGS ARE INTENTIONAL, THIS IS HOW IT IS SUPPOSED TO BE PRONOUNCED*

Director: Pleses(Places), Pleses, evedybody. Now do we haave thees down?(Be creative)

(Every one nods)

Director: Aaalrrright aand aaction.

Out Law: Say there pardner, got a match.

Pardner: Yep.

Out Law: Can I have it.

Pardner: Nope.

Out Law: I think I'm gonna take it, what are YOU gonna do about it.

Pardner: I'ma gonna shootcha. (quickly pulls out gun and fires)

Out Law: (Falls to ground)

Son: Daddy, daddy. (Huddling over Out Law)

Wife: OH! MY POOR HUSBAND!(Huddling over Out Law)

Director: (in a perturbed and angry voice) Cuuuuuuuuuuut! That was terrible, were do we get these aactors. Let's do it again, do eet slowwwwer / faaster / like an opra.(CHANGE WORDING AROUND EACH TIME, it will sound repetitive if you don't)

(look of question in faces)

(repeat slower)

(repeat really fast)

(repeat like opra)

The End

## PEANUTS

### Version 1:

Cast: policeman; three boys; police chief. (Policeman hustles scuffed looking boy up to boy sitting at the table marked CHIEF.)

Policeman: Here's a bunch of trouble- makers for you, sir.

Chief: O.K. constable. I'll deal with this. (dismisses officer, turns sternly to Boy 1.) Well, now. Why are you here?

Boy 1: (embarrassed) I threw peanuts into the lake. (Chief looks puzzled)

Chief:(sternly to Boy 2 ) Any why, then, were you brought in??

Boy 2: (defensively) I threw peanuts into the lake.(Chief scowls angrily)

Chief: (Bellows at Boy 3) And you! What have you got to say for yourself?

Boy 3: I'm Peanuts, Sir! (All exit)

# Blackhawk Area Council



## PEANUTS

### Version 2:

Cast: Judge, Bailiff, 3 (or more) Scruffy Guys, Peanuts (person)

Setting: Courthouse

Judge: Order in the court! Order in the court! Bring in the first case!

Bailiff brings in a scruffy guy.

Judge: What's your problem?

#1: Duh, I like to throw Peanuts against walls! Hic!

Judge: 30 days psychiatric treatment! Next!

Bailiff brings in two more such characters, one likes to throw Peanuts out the window, into a lake, likes to hit Peanuts with a hammer and so on. Judge responds the same way and becomes increasingly bored, saying "Oh, not another," "Why do they send me all the loonies," and so on. Finally the bailiff brings in the last, really scruffy, bloodied, shirt torn, no shoes, so on.

Judge: What's your problem? (Sigh....)

Peanuts: I'm Peanuts! (Passes out.)

### Version 3:

Cast: Narrator, 3 Scruffy guys, Curious Person, Peanuts

Setting: Building Roof

Narrator explains that these four guys are on the top of a building and looking over the edge.

Curious person: What are you guys looking at?

#1: I threw Peanuts over the edge of the building.

#2: I threw Peanuts over the edge of the building.

#3: I threw Peanuts over the edge of the building.

"Peanuts" comes crawling up to the top of the building.

Curious person: Who are you?

Peanuts: I'm Peanuts! (Passes out.)

## PIE IN THE FACE

This skit requires pie plates, shaving cream, towels, 3 plastic raincoats, or something similar (i.e. plastic bags). At least five people need to be involved. There is the narrator, the three members of the pie in the face team, and the person(s) who delivers the pies to the pie in the face team. This skit works best if everyone in the skit is serious, official, and ceremonious. Ply up the ceremony and the official part of the skit.

The skit starts off with the narrator about the history of the grand art of pie throwing. He introduces the three members of the team who will receive the pie in the face. The team marches out and stands at attention.

As the narrator continues to talk a person comes out with three pies on a tray and hands them to the three members of the pie in the face team. The narrator describes the various pie in the face throws that have evolved through the centuries. In every case the person in the middle receives the pie in the face. Examples of pie throws are the classic pie in the face, the pie on the top of the head, the double pie in the face, the pies on the side of the head, and the swing, miss and hit. You can have the person in the middle change places and still get a pie in the face. The last thing that happens is that the guy in the middle who was getting all the pies in the face gets the other two members of the pie in the face team.

During all this keep the members of the pie in the face team supplied with pies. This can go on as long as you would like. Another thing is wipe off the pie in the face team faces once in a while. Be original and creative with skit.

# Blackhawk Area Council



## POTTED PLANT

A scout pretending to be a delivery boy comes wandering through the meeting with a potted plant which he says is for Mrs. Mergetroid. He comes back through the meeting several times each time saying, "Potted plant for Mrs. Mergetroid." Each time the potted plant gets bigger. The last time he comes in carrying a small tree. Finally the leader says there isn't any adults here, just kids. Delivery boy looks at the card and says. "Oh for heaven's sake. I've been reading it wrong, the plant is from Mrs. Mergetroid For ; Name of some one in the unit."

## THE PROFESSOR'S ADDRESS

*A silly fill-in for a number of dull moments.*

Cast: Announcer, Professor Glitzenshiner

Announcer: Yes, ladies and gentlemen. Today I have the great honor of presenting to you Professor Glitzenshiner. Professor Glitzenshiner is a little known quack whose main field of expertise is geography. He attended Whatsamatta U. for his undergraduate degree in geographic localization; he went to Duck University for his Masters in human geography. He did his Doctorate at the Idiot Institute of Illinois on World geography, and is now on world tour addressing crowds large and small on Systems of Geography. Please, Ladies and Gentlemen, I would like to introduce Professor Glitzenshiner who will now give you his address.

Professor Glitzenshiner: My address is 1234 Pine Street. Thank you. bows)\_\_\_\_\_

## REGGIE AND THE COLONEL

Characters: Reggie, big, dumb, Bermudas, high socks, safari hat, glasses, down on nose, mustache, carries gun in front of him. Colonel: short, limp, monocle, no gun, just small knapsack, has cane.

Scene: Walking in place through darkest Africa, speaking pronounced English accent.

Colonel: (excited, jumping and pointing with cane) Reggie, look... Did you see it, Reggie ?

Reggie: See what??! No, no, where, where ??

Colonel: Oh, Reggie, It was a beautiful condor, 8 foot wing span, beautiful colors.

Reggie: No. I didn't see it.

Colonel: Wish You'd pay closer attention. (They continue walking).

Colonel: Did you see it, Reggie?

Reggie: No, what?

Colonel: A spotted Zebra...Wish you'd pay closer attention.

Colonel: (later) Did you see it, Reggie?? Did you see it?

Reggie: No I missed it ... what was it?

Colonel: An ooh-aah bird.

Reggie: Ooh-aah bird. What's a ooh aah bird??

Colonel: An ooh-aah bird is a 2 pound bird that lays a 3 pound egg, like this:  
Oooooooooooooohhhhhhhhhhhhhhh-aaaaaaaaaaaaahhhhhhhhhhhhhhhhh (face lights up).  
(continue walking).

Reggie: Whispers to audience: Next time I'll say yes - pretend like I saw it. I'll fool him.

Colonel: Reggie, Reggie did you see it! (excited)

Reggie: I saw it, I saw it!

Colonel: Then why in heaven's name did you step in it? !!!

# Blackhawk Area Council



## THE SCOUT UNIFORM

This skit needs two Scouts, both dressed in full Scout uniform, complete with shoes, socks, neckerchief, and hat. Only a little rehearsal is needed, and it is best to ad lib as the Scouts go along. Scout #2 should demonstrate Scout#1's requests as quickly as possible, playing for the audience's response. By the end of the skit, the second Scout will be a complete mess.

Scout #1: "Good evening Scouts and parents. Tonight my associate and I will demonstrate the proper way to wear the official Boy Scout uniform for all of our mothers present, and especially for the new Scouts and their mothers."

Scout #1 reads from a list: "First, notice the lovely shade of khaki and red. See how the colors complement each other?"

Scout #2 acts as a model, posing and waving his hand in a smooth motion from hat to trousers.

"Notice the badges identifying the patrol, rank, troop number, office, and council."

Scout #2 points to each patch in succession.

"Now notice the stiff collar, the neatly sewn shirt buttons, and the absence of lint in his trouser pockets."

Scout #2 turns up the collar, pulling his neckerchief askew. He begins to unbutton his shirt, and pulls out his pants pockets, dropping the contents on the floor.

"See the neat pant cuffs, shiny leather shoes, and crumpled shirt tails."

Scout #2 lifts a pant leg (which stays up), takes off and holds up a shoe, and pulls out his shirt tails and waves them at the audience.

"Also check out the regulation hat and belt, clean undershirt, and ears."

Scout #2 takes off his hat to show and puts it back a bit lopsided. He unbuckles his belt and leaves it hanging. Then he finishes unbuttoning his shirt to show off his clean undershirt. He sticks a finger in his ear, turns it, and takes it out and inspects it.

"Finally, notice the stitched shirt cuffs, color coordinated Scout socks, and clean hands."

Scout #2 unbuttons one shirtsleeve cuff and shows it off. He takes off a sock and waves it proudly, holding it up to his shirt for comparison. Then he stuffs the sock partly into a pocket and displays his clean hands.

"Thank you ladies and gentlemen for your attention. Scouts, I expect you to wear your uniforms as proudly as my helpful assistant wears his."

## SIDEWALK CLIMBING

Cast: 1 Sidewalk Climber. 2 - 3 Passers-by and 2 offstage personnel

Also needed: "Tools" - Climbing tools or even two tent stakes will work. Long rope

The skit begins with the "sidewalk climber" lying on his stomach on the floor. (The plastic garbage bag is used if needed to prevent splinters) The rope is tied around the climber's waist (like a safety line) and leads offstage (to the offstage personnel.)

In the climber's hands are "climbing tools" which can be anything that a climber would use to climb rocks, or even sticks, it really doesn't matter too much.

The climber simulates climbing up a rock formation by getting a good hold with his tool and pulling up (sliding across the floor), then getting a good hold with the other tool, etc....

1st Passer-by: What in the world do you think you're doing here?

Climber: "Why, I'm sidewalk climbing! It's a really dangerous hobby. It takes a lot of strength and concentration. One mistake and it's all over!" (Continues climbing)

1st Passer-by: "You're crazy!" (Passer-by walks off.)

Climber: Continues to make the climbing action across the floor.

2nd P-by: "Hey mister/lady, what ARE you doing there?"

Climber: "I'm sidewalk climbing! Not everybody can do this sport. It takes a great deal of training and strength. One slip and it's all over!"

# Blackhawk Area Council



2nd P-by: "What a nut!" (The passer-by takes one of the tools and walks off the climber now has to try to climb with only one tool - makes it look a lot harder.)

Climber: "Oh no! Thank goodness I still have THIS tool, I think I can still make it!" (Continues "climbing.")

3rd P-by: "Wow, look at this weirdo! Just what is it you think you're doing?"

Climber: "I'm SIDEWALK CLIMBING!" (Climber must grunt out the words due to the extra effort it takes to climb with only one tool.) "This is a really dangerous sport and I lost one of my climbing tools. All it takes is one wrong move and I'm in real trouble!"

3rd P-by: "This is really dumb! You're just lying on the sidewalk! There's nothing dangerous about that. Nothing will happen if you slip. Here..... I'll PROVE it to you!" (Passer-by takes the last tool out of the climber's hand.)

Climber: "Oh No!" (and tries to hang on to the tool) (Just as the tool is taken out of the climber's hand, the offstage personnel pull on the rope and pull the climber out of sight, as the climber yells "Ahhhhhhhhhh.... look what you've done now!")

3rd P-by: Looks at audience with a sheepish look on his/her face, shrugs shoulders, and quietly walks off the stage.

## A SIMPLE BLOCK OF WOOD

Characters: Each Scout holds a cardboard figure in front of him starting with a square block of wood. Boy 2 is roughed out pinewood derby racer. Boy 3 is a racer with a little paint. Boy 4 and 5 are the finished cars.

Setting: Each boy walks on to the stage to read his part. The last scout runs onto the stage shouting his line.

Boy 1: I'm only a simple block of wood, Cut from a tree so tall. Unlike the tree that thundered down,

No noise would I make should I fall.

Boy 2: But in the hands of a wide eyed boy, Armed with a knife and a saw. There are many shapes that I can take, Some wide, some short, some tall.

Boy 3: A little paint, a line or two, Nothing fancy, but not too plain. No two alike, made with loving hands,

We are all of the tree that remains.

Boy 4: Like each little boy's life, Starting with form. Like a block of wood cut from a tree, The loving hands of leaders like you, Help us each to be what we shall be.

Boy 5: And I'm gonna be a racer!

## SMOKE SIGNALS

1st Scout: "Hey George, look over there, smoke signals".

2nd Scout: "Oh yes Mike, what do they say?"

1st Scout: "Help.....My.....Blanket's.....On .....Fire."

## SMOKEY'S DEPUTIES

Characters: Narrator, 3 boys in Smokey Bear costumes with "Deputy" badges, clown.

Scene: Outdoor scene with cardboard trees and buses. Posters as indicated in script.

Narrator: Ladies and gentlemen. For the first and only time, in our stage we present a trio of performing bears directly from Yellowstone Park. (Gesturing with sweep of hand.)

Take it away bears!

Bears: (enter singing...Tune: "Polly Wolly Doodle")

# Blackhawk Area Council



Oh, bears like cake, and bees like pie And a little bit of honey is fine'  
But we don't like sparks in our national parks, And in forests of spruce and pine.

So beware, so beware, Put your campfires all the way out.  
Let the fire burn down, sprinkle water all around Put them out without a doubt.  
Bear 1: Listen friends. Before you strike one match in my forest, check the Forest Ranger or an adult camping guide.  
Bear 2: Never build a fire without an adult to help you.  
Bear 3: That's right! Remember to have a bucket of water or dirt handy, right next to the fire.  
Bear 1: And when you're through with the fire, don't go away and leave it. No sir. Let the fire burn down. Break up the coals with a stick. Sprinkle water or dirt on the fire until it is cold.  
Bear 2: Be sure to check the fire to see that it is cold out before you leave the campsite.  
Bear 3: Now everybody, please join us in the chorus of our song:

So beware, so beware Put your campfires all the way out  
Let the fire burn down, sprinkle water all around. Put them out without a doubt.

(During the chorus, clown crosses stage carrying sign which reads: "You are no Match for Fire" When he reaches mid-stage, he turns sign over. On back side it reads: "Don't clown around with fire.")

## **SOLDIER IN THE BATTLEFIELD**

This skit can be played by just one person, or you can use two. A person in battle dress falls on the ground moaning that he is about to die. The orderly kneels over him frantically trying to record his name for the records. He keeps on asking his name, but he is in too much pain to bother with his name and keeps on asking for help. In desperation the orderly tells the soldier that he is dying and that he needs his name to tell his mother. The soldier reply that his mother already knows his name.

## **SOUNDS OF THE LOST SCOUTMASTER**

*A quick 2-person skit, if the Storyteller, the Lost Scoutmaster or last minute volunteers do the sound effects.*

Cast: Storyteller, Bird, Frog, Tree, Breeze, Lost Scoutmaster

Storyteller is telling the story to the campfire crowd, while the other actors, with the exception of the Lost Scoutmaster, have the option to hide in the woods, sit in the crowd, or stand beside the story teller. I suggest the first, for effect. The Lost Scoutmaster, however, must hide in the woods.

Storyteller: You know, I love camping. It's not like being in the city at all. You hear sounds that you can only hear out in the country. For instance, lots of birds. (Bird chirps a lot, sings a bird song.) Ah, isn't that lovely? And the frogs. They have one of those great sounds. (Frog calls out ribbit sounds.) And though there's breeze in the city, it's just not the same as the breeze in the country. (Light breeze being called out.) Let's face it; there are trees in the city, but how many? The breeze through a forest is so nice (Light breeze, slight swishing of the trees.) But the sound I love to hear the most when I go camping is the sound of the Lost Scoutmaster. (Heavy thumping of the feet; calls out, "Where in the world am I?")

# Blackhawk Area Council



## THE SPLIT BALL

Characters: Bud the pitcher, Bill, the reporters, Shorty the catcher, Gentleman from Australia, Other visiting gentlemen, Two flashlight operators.

Scene: Practice field. The front stage is very dimly lit. Across the back is a sheet or lightweight curtain through which a light can shine.

The success of the stunt depends on the ability of the pitcher, catcher, and flashlight operators to coordinate their movements. The pitcher pantomimes a throw. When he says, "There," a flashlight operator turns on his light and makes it shine through the screen. The light moves along the screen to resemble the flight of the ball. The catcher pretends to catch the ball, and the flashlight goes off. The movement may or may not mimic the flight of that kind of ball in a real game.

Bud comes on stage, in front of the curtain. Bill steps up to him, followed by all the visiting Gentlemen.

Bill: Hi, Bud.

Bud: Hi, Bill.

Bill: Gentlemen, I'd like you to meet Bud, the greatest pitcher in America.

Bud: Oh, come on, Bill!

Bill: It's true. Bud, these gentlemen represent the world wide athletic association. They wanted to see the greatest American pitcher, so I brought them right to you.

Bud: Well, I am flattered.

Bill: This is Mr. Grossman from Australia, Mr. Blackwell from England, etc. (Add as many names and countries as you need. Each shakes hands with Bud and then steps away.)

Grossman: Excuse me, sir. We have heard about the different ways you pitch ball. Would you demonstrate a few balls for us?

Bud: Glad to. Have a seat. (points to a row of seats and they sit.)

Gentlemen: Thank you.

Bud: Shorty?

Shorty: (appearing) Yes, Bud?

Bud: What shall I start with, Bill?

Bill: Start with your fast ball.

Bud: O.K. a fast ball. There! (light darts across screen, quickly. Gentlemen cheer.)

Bill: A slow ball.

Bud: O.K. a slow ball. There! (light moves very slowly across screen. Cheer.)

Bill: A curve ball.

Bud: O.K. a curve ball. There! (light moves in a fancy curve. Cheer)

Bill: A knuckle ball.

Bud: O.K. a knuckle ball. There! (light moves in a zig zag line. Cheer.)

Bill: How about a sinker?

Bud: O.K. here comes a sinker. There! (light glides along waist- high, then drops into mitt. Cheer.)

Grossman: Pardon me sir. I have heard about your split ball. Could you please show us?

Bud: Certainly. A split ball. There! (The two flashlights start together. They seem to separate, one high, one low on the screen. Then just as they near Shorty, they come together.)

Every one cheers, pats Bud on the back as they all exit.

# Blackhawk Area Council



## THAR'S A BEAR

The object is to set up a bear warning system. One at a time set up five to eight fellows standing shoulder to shoulder. The warning system is set up by having each of them repeating the following message:

Leader: "Thar's a Bar." (correct pronunciation is important)

Bear Warner: "Whar?" (be certain that he pronounces it correct, if not correct him.)

Leader: "Over Thar." (pointing with his right hand and arm extended)

A to B: "Thar's a Bar." (at which point he will probably point, so correct him.)

B: "Whar?"

A: "Over Thar." (now he should point with the arm extended for the rest of the skit.)

B - C: "Thar's a Bar." ... and so on until the last one says it to the leader.

Go through the same procedure with the left hand. The third time have both hands extended, right leg extended, bent down. Last time the leader goes through the ritual, he pushes the guy next to him so that the rest will fall like dominoes.

## TIME ON THE PARK BENCH

A Scout is sitting in a bench in the park reading the newspaper, getting tired he lies down for a nap. A few minutes latter a Scout comes by, wakes him and asks for the time. The Sleeping scouts says its 6:45. The Scout goes back to sleep. Repeat this process three times, with it being thirty minutes latter each time( 7:15, 7:45, 8:15). The Scout then takes out a marker and writes on the paper, "I don't have the Time!", places it over his head and goes back to sleep. The final Scout walks up; reads the message, wakes the sleeping scout up and says: "Hey, its a quarter to nine!"

## THE TWELVE DAYS OF CHRISTMAS

Characters: Bob, 12 Cub Scout friends (if den has less than 12 boys, have them repeat their entrance on stage)

Props: Items called for in skit on a table (use your imagination to create wilder items)

Setting: Bob is standing by table with props. As each boy enters, he hands him the appropriate item.

Cub #1: On the first day of Christmas my good friend gave to me -- a knob to adjust my TV. Thanks Bob.

Bob: You're welcome!

(Each cub takes items and exits. Then next cub enters from opposite side of stage)

Cub #2: On the second day of Christmas my good friend gave to me -- two napkins. Thanks Bob.

Bob: You bet!

Cub #3: On the third day of Christmas my good friend gave to me -- three French fries. Thanks Bob!

Bob: No problem!

Cub #4: On the fourth day of Christmas my good friend gave to me -- four comic books. Thanks Bob!

Bob: Glad to do it!

# Blackhawk Area Council



Cub #5: On the fifth day of Christmas my good friend gave to me -- five rusty nails.  
Thanks Bob!

Bob: Don't mention it!

Cub #6: On the sixth day of Christmas my good friend gave to me -- six greasy rags.  
Thanks Bob!

Bob: OK!

Cub #7: On the seventh day of Christmas my good friend gave to me -- seven soggy sweatshirts. Thanks Bob!

Bob: Yeah, you're right!

Cub #8: On the eighth day of Christmas my good friend gave to me -- eight mugs for milk shakes. Thanks Bob!

Bob: Give me five! (does high five with Cub #8)

Cub #9: On the ninth day of Christmas my good friend gave to me -- nine dirty dustpans. Thanks Bob!

Bob: Cool dude!

Cub #10: On the tenth day of Christmas my good friend gave to me -- ten leaping lizards. Thanks Bob!

Bob: Check you later!

Cub #11: On the eleventh day of Christmas my good friend gave to me -- eleven pies for pitching. Thanks Bob! ( A pie plate full of whipped cream can actually be thrown at Bob here - if you like!)

Bob: (wiping off cream) That's what friends are for!

Cub #12: On the twelfth day of Christmas my good friend gave to me -- twelve dump trucks dumping. Thanks Bob!

Bob: Bye, pal! (last cub exits, table is cleared of all props) Now, let's see. That was (singing) twelve dump trucks dumping, eleven pies for pitching, ten leaping lizards, nine dirty dustpans, eight mugs for milk shakes, seven soggy sweatshirts, six greasy rags, FIVE RUSTY NAILS, four comic books, three French fries, two napkins and a knob to adjust my TV. (looks at audience and wipes brow) Whew! I finally did it. I finally got my closet cleaned out!

## **TWIST MOUTH FAMILY**

A mother and a father had several children, now all the children had their mouths twisted out of shape except their son John, who they had sent to college and had just returned. They all got ready for bed and Mother asked Father to blow out the light. "Yes I will," was his reply. "I wish you would," said she. "Well I will," said he. Father blows upward due to the twist in his mouth. Father asks mother (use the same sequence of phrases as in the previous sentence), she blows downward. Mother asks daughter, daughter blows to the right. Mother asks son (not John) who blows to the left. Finally, John, the college son is asked. He blows straight and blows out the candle. Father then says, "What a blessed thing it is to have a son with an education."

## **UGLY BABY**

A lady is riding on a train with her baby wrapped in a blanket. A stranger comes and sits down next to her. He asked if he can see the baby. Upon opening the blanket the stranger says: "Ma'am, that's the ugliest baby I have ever seen." She yells at him ( you beast, how can you say such a thing, etc.) and hits him with her fist until he leaves. Repeat this three times. While beating the third stranger she yells for the conductor. She complains to the conductor that this is the third man who has "insulted my little darling". The conductor urges the stranger to a new seat. The conductor returns to apologize and tells the lady that he wants his riders to be happy. He tells the lady he will bring a her a drink and he'll stop by the kitchen and get a banana for her monkey.!

# Blackhawk Area Council



## UPSIDE DOWN SINGERS

The singers are on stage. An announcer explains that they are going to sing upside down! They duck out of sight behind a curtain (a sheet held by two accomplices will do). Placing their hands in their shoes, they wobble the shoes above the curtain top looking as they are having trouble standing on their heads and are about to topple over while singing. They requires practice and the assistance of someone to direct them. To end the skit let one of the curtain holders become distracted and accidentally drop the curtain revealing the "upside down singers" in action."

## WE AIN'T GOT THE MONEY FOR THE MORTGAGE ON THE FARM

*One of those repetitive jokes. Difference is, you do the skit to a beat, and everyone bends their knees in sync (or tries to.) Successful or not, the knee bending (and attempts to keep in sync) alone makes it hilarious.*

Cast: Ma, Pa, Bro, Sis, Cousin Joe, Auntie Mae, Gramps, Mr. Bankerman

Pa: (Comes out, starts bending knees to a beat, and says to the beat) Hiya, Folks! I'm Pa (people can respond ... repeat if desired.) Well, we ain't got the money for the mortgage on the farm. Boo, Hoo, Boo Hoo Hoo.

Ma: (Comes out, bends knees to Pa's beat.) Hiya, Pa!

Pa: Hiya, Ma!

Ma: Whatsamatter, Pa?

Pa: Well, we ain't got the money for the mortgage on the farm.

Pa & Ma: Boo, Hoo, Boo Hoo Hoo!

Continues with Bro coming in, saying Hiya, Ma (who responds, Hiya, Bro) to the beat, then says Hiya Pa, (Hiya, Bro) then Whatsamater Pa? who responds about the mortgage. Continue in like manner through to Gramps, each lining up beside the person before them. Continue to Mr. Bankerman, who does the same thing, but faces the line from the far side. They all go through the scene again, Hiya, Pa! Hiya, Mr. Bankerman! etc. Whatsamater, Pa? Well, we ain't .... Finally,

Mr. Bankerman: Well, Now I got Sis (abducts Sis, who of course resists.) Ha, Ha, Ha Ha Ha!

All of a sudden, everyone shoots at Mr. Bankerman, (Bang! Bang! Bang Bang Bang!) and he falls over dead. They continue their leg bending. Next line is tricky to a beat, but think of rap music. (What the heck is rap? You mean that garbage kids listen to?)

All: Now we don't have to pay the mortgage on the farm! Ha! Ha! Ha Ha Ha!



# Blackhawk Area Council



## **THE WEATHER MAN**

This is performed on a stage. Hang a large map, or a sheet with some outlines drawn on it, across the back of the stage. Since the skit involves water, it is a good idea to use a waterproof ground cloth to protect the stage.

Plan the skit, assemble the materials, and assign responsibilities ahead of time. Everybody except the Scapegoat knows what will happen. Let the Scouts decide what kind of weather to use, and what props are needed to represent it.

### The Skit

The Weather Man stands in front of the map, and presents a parody of the television evening news report. He reads from a script in his hand. As he announces each kind of weather, it appears, aimed straight at him from off-stage.

He announces that the South will have wind. The backdrop shakes and a large fan blows the papers in his hand.

The Weather Man reports that there will be snow in the North. White confetti drops from the sky, or over the map. He reports hail in the Midwest, and small white objects pelt him. (Plastic packing makes good hail.)

Each time the weather reacts to his report, the Weather Man acts more scared. Finally, he turns the page, stops, and protests that he can't do this any more. He needs a brave person to read the last forecast for him, and asks for a volunteer from the audience. With the help of the audience, the 'volunteer' is selected and pushed forward.

The Scapegoat is handed the script, and reads, "And tomorrow this area will have heavy rains." Instantly, he is hit by a bucket of water from offstage.

### Variation

The Weather Man and the Scapegoat will clearly expect something. In fact, the Weather Man will usually have a hard time hiding his anticipation. Without warning him about the actual outcome, get him wet instead of the Scapegoat.

## **Another Variation:**

Hang or hold up a large map, or a sheet with some outlines of states on it. The scouts should decided on the weather and the props in advance. The Weatherman stands in from of the map and presents a weather report, (like on TV) He reads from a script in his hand. As he announces each kind of weather, it appears, aimed straight at him from off stage. He announces that the South will have wind. The backdrop shakes and a large wind blows (be creative). The Weather man reports there will be snow in the North. White confetti falls from the sky over the weatherman. He reports hail in the midwest and white objects pelt him. The weatherman acts more and more scared. Finally he turns the page and stops and quits. He asks for a volunteer to take over. A volunteer is force to continue. He is handed the script which reads: TOMORROW THIS AREA WILL HAVE HEAVY RAINS, the reader is immediately drenched with buckets of water. (Variation, go ahead and drench the weatherman, especially funny if you have the scoutmaster be the weatherman and he does not know skit.)

# Blackhawk Area Council



## WHAT DID YOU SAY YOUR NAME WAS?

CHARACTER: Boy in Cub Scout uniform and a group of boys in street wear.

PROPS: Toy airplane, a ball for the group of boys to bounce, sign on easel saying "small town in 1939."

SCENE: Open with boys bouncing ball to each other when Cub Scout enters. Easel is set up with a sign on far left side of stage.

CUB SCOUT: Hi fellas! (holding airplane)

BOY #1: Hi, you're new here aren't you?

CUB SCOUT: Yes, we just moved here from Ohio. I'm on my way to my first den meeting. Are you guys in Scouts!

BOY #3: What kind of airplane have you got there?

CUB SCOUT: We're building rockets in our den and I made this airplane at my last meeting in Ohio. I just thought I'd bring it to show the guys in the den. It will really fly.

BOY #4: You say you're building rockets?

CUB SCOUT: Yes, when they are finished we are going to shoot them off after pack meeting so everyone in the pack can see how they work. I'm glad to get the chance to build one. You know I'm going to fly one someday for real. Maybe I'll even walk on the moon.

BOY #5: Wouldn't that be something! What else do you do in the den meeting?

CUB SCOUT: We do a lot of different things. Of course I'm really interested mostly in aviation. I'm going to have my pilot's license by the time I'm 16.

BOY #6: Sure, sure...do you guys ever camp out?

CUB SCOUT: Sure when you become a Webelos they have great dad and son campouts. You know, I'm going to test new aircraft when I'm grown...maybe even rocket-powered planes. I've got to go now...I don't want to be late. Bye!

BOY #7: Boy those Cub Scouts think they can do anything...He sure has big ideas...What did he say his name was, anyway?

BOY #1: Neil Armstrong! What a dreamer! He really thinks he's going places.

## WHY ARE YOU LATE?

*Known as "Mounted Scouts" in the Leader Magazine.*

*Once modified this to fit a space theme. You got it -- no changes to the plot or the joke, just to a few details like a space ship, a 6-legged Aldabian glop, and a rented air coaster which all broke down.*

Cast: Boss, 4 Workers

Setting: Office

Boss: Why are you late?

#1: (Rushing into work, breathless.) Sorry I'm late, Boss. My car broke down, so I took the bus. But the driver hit a tree, so I had to take a cab. And it broke down, too. Fortunately, I was near a Caläche so I borrowed the horse. But it ran so fast that it had a heart attack and collapsed. I had to jog the rest of the way!

#2 & 3 come in late with exactly the same excuse. The boss becomes a little bit more exasperated each time, until #4 finally comes in, late of course.

Boss: Why are you late? No, wait. Let me guess. Your car broke down, so you took the bus. But the bus driver hit a tree, so you took a cab. And it broke down too. Fortunately, you were near a Caläche and so you borrowed the horse. But it ran so fast that it had a heart attack and collapsed, so you had to jog the rest of the way, right?

#4: No boss, you got it all wrong! The streets were so crowded with broken down cars, buses and cabs, trees, dead horses, and worst of all some crazy joggers that I couldn't get through!

# Blackhawk Area Council



## THE WOULD-BE DEN LEADER

*My wife and I did this at a Pack meeting. Between things on the agenda I popped up out of my chair, ran up to the front where she was speaking and, acting like a real dweeb, said...*

"Ms. Den Leader Coach. Oh, Ms. Den Leader Coach."

"Yes, what do you want?"

"I wanna be a Den Leader, I wanna be a Den Leader. What do I have to do to be a Den Leader?" *Ham this up a lot. Be bouncy and enthusiastic.*

"Well....OK, so you want to be a Den Leader." Hesitantly.

"Yea, Yea!! I wanna be a Den Leader, I wanna be a Den Leader. What do I have to do to be a Den Leader?" Ham this up. Turn and nod to the audience.

"Well...OK. But you first have to answer three questions in order to be a Den Leader."

"OK, OK. What are the questions? What are the questions?" With great enthusiasm.

"OK, here is the first question. Are you ready?"

"Yea, yea. What is it?"

"Here we go. How many days of the week begin with the letter 'T'?"

At this point the prospective Den Leader begins to mumble, might say a thing or two to the audience, particularly if there are Scouts in the front row, counts on his fingers, then says... "I have it, I have it!!"

"OK, so how many days of the week begin with the letter 'T'?"

"Well, lets see. There's 'Today' (pausing) and 'Tomorrow'. How's that, huh, huh?"

"Well, thats certainly a different answer but I guess that IS correct."

"What's the next question, whats the next question?"

"OK, here's the next question. How many seconds are there in a year?"

"Oooh, that's a real tough one. Let me think." At this point, the dweeb really ponders this, counts on fingers, mumbles, maybe says something to the audience, and counts on his fingers some more, then says... "I have it, I have it!!"

"OK, so how many seconds are there in a year?"

"Twelve!!!"

"Twelve? How did you arrive at that number?"

"It's easy." Starts counting out on his fingers, "Theres January Second, February Second, March Second. See, twelve!"

"Arrrrgh! Well, once again you have a pretty creative answer and we certainly need creativity in our Den Leaders."

"So whats the third question, whats the third question?" "OK, here it is. How may 'D's are there in the song, 'Rudolf, the Red Nosed Reindeer'?"

"Oooh, that's the toughest one yet. Let me think." At this point, the dweeb really ponders this, counts on fingers, scratches figures in the air, mumbles, maybe says something to the audience, and counts on his fingers some more, then says... "I have it, I have it!!"

"So, how may 'D's are there in the song, 'Rudolf, the Red Nosed Reindeer'?"

"Seven hundred forty-three."

"Seven hundred forty-three. That's incredible. How did you arrive at that figure."

"It's easy... DE-DE DE-DE-DE-DEE-DEEEE DE-DE-DE-DE-DE-DE-DEEEE..." Sing about that much of it, that way, and leave the stage.

-- Thanks to Kyna and Gary Hendra, The MacScouters, [skits@macscouter.com](mailto:skits@macscouter.com).

# Blackhawk Area Council



## THE WRONG SKIT

*For this skit, you need a character from a known skit -- one that was done previous to this one during the campfire, for instance. It doesn't matter who it is or what he's doing, as long as he's immediately recognizable, and of course you use the punch line, "(Looks around; in normal voice,) Oh, sorry! I'm in the wrong skit!"*

Cast: Announcer, Peanuts

Setting: Stage

Announcer: Ladies and Gentlemen! Boys and Girls! Welcome to the Greatest Show on Earth! Tonight's show will include ....

Peanuts: (Stumbles in with ripped shirt, backwards pants, beat up, in cuckoo voice.)

Judge! I like to smash Peanuts with a hammer ... (Looks around; in normal voice,) Oh, sorry! I'm in the wrong skit!

## YOU DON'T SAY!

*An easy 2-person skit to place in those loose moments.*

Cast: Person on the phone, Friend

Setting: Living Room

Person: (Phone rings, picks it up.) Hello? Yes? You don't say ... You don't say ... You don't say ... You don't say? ... You don't say! ... You don't say. Bye!

Friend: Say, who was on the phone?

Person: He didn't say!

## YOU HAVE MAIL!

A den leader was in his front yard mowing grass when one of his den members who was a neighbor came out of the house and went straight to the mailbox. He opened it, looked inside, slammed it shut, and stormed back into his house.

A little later he came out of his house again, went to the mailbox, again opened it, and slammed it shut again. Angrily, back into the house he went.

As the man was getting ready to edge the lawn, here the cub scout came again. He marched to the mailbox, opened it and then slammed it closed harder than ever.

Puzzled by his actions, the man asked him, "Is something wrong?"

To which he replied, "There certainly is! My stupid computer keeps telling me I have mail!".

# Blackhawk Area Council



## ONE LINERS

Last night I played a blank tape at full blast. The mime next door went nuts.

If a cow laughed, would milk come out her nose?

If olive oil comes from olives, where does baby oil come from?

I went for a walk last night and my friends asked me how long I'd be gone. I said, "The whole time."

So what's the speed of dark?

If you're sending someone some Styrofoam, what do you pack it in?

I just got skylights put in my place. The people who live above me are furious.

We all know light travels faster than sound. Is that why some people appear bright until you hear them speak?

How come abbreviated is such a long word?

If it's zero degrees outside today and it's supposed to be twice as cold tomorrow, how cold is it going to be?

Why are they called buildings, when they're already finished? Shouldn't they be called built?

When two airplanes almost collide why do they call it a near miss?? It sounds like a near hit to me!!

Why is it, when a door is open it's ajar, but when a jar is open, it's not a door?

Tell a man that there are 400 billion stars, and he'll believe you. Tell him a bench has wet paint, and he has to touch it.

I went to a bookstore and asked the saleswoman, "Where's the self-help section?" She said if she told me, it would defeat the purpose.

Did you know that peanuts are fattening? Did you ever see a skinny elephant/?

# Blackhawk Area Council



## Quick Ones

Was that you playing the trumpet last night?

Yes as a matter of fact it was.

Will you play a solo tonight?

Solo?

Yes, so low I can't hear it!

I hear you're going away.

Yes I am.

Do you wanna fly?

I sure do.

If you wait a minute , I'll catch you one.

Do you know why all cooks are mean?

They beat eggs don't they?

How do Vampires stay healthy?

They take their BITE-A mins.

What do you get when you cross a snowman with a vampire?

Frostbite...

When the Webelos went camping why did they sleep on the woodpile?

They wanted to sleep like a log.

Why doesn't the corn like the farmer?

Because he pulled its ears.

Where do hamburgers go to dance?

The meatball.

What animal can jump higher than a house?

Any animal, silly - a house can't jump!

What kind of a doctor would you take a sick duck to?

A quack.

Finale

"They're all around me!"

"What?"

"Cheesy run-ons!"



# Songs



## SING A NEW SONG

Tutors: Linda Bowers - Wanchanagi Cub Roundtable Commissioner  
Terry Serrano - Asst. Cub Roundtable Commissioner

### COME AND JOIN IN THE MUSIC OF THE RENAISSANCE FAIR!!

Singing can be fun and you don't have to be a professional. There are times when your den and pack meetings need to be livened up and what a better way to do that.

Sing a silly song!!!

The boys enjoy songs that have actions and you can even turn a song into a game.

### **WHY DO SONGS?**

#### **DO YOUR DENS AND PACKS SING SONGS?**

Usually the answer to these questions are **"NO"**.

#### **BECAUSE :**

I'm shy.

I can't carry a tune.

I don't know the words.

I am afraid to be in front of people, especially singing.

I don't want to make a fool out of myself.

So, we came here to share with you some ideas on learning and leading songs, overcoming the fear, and making "singing" songs fun and exciting!

#### **LEADING :**

- A. Start out singing easy songs.
- B. Make the words available by using handouts, flip charts, posters, chalkboards, etc.
- C. Start with tunes familiar to most people.
- D. If the tune is unfamiliar, you may need to sing the song for them.

#### **OVERCOMING THE FEAR :**

- A. Don't look at your audience, look at the top of their heads.
- B. Have someone to help you lead. You can even have several helpers.
- C. Just remember: **NOBODY IS PERFECT**. If you make a mistake, don't be afraid to start the song over. Laugh about it .
- D. Practice before you lead the songs.
- E. Use props wherever possible.

ME LORDS AND LADIES, PLEASE JOIN IN THE MERRIMENT OF SONGS!!!



## THE LITTLE GREEN FROG

*(Stick tongue out to touch chin every time you sing "aa")*

"MM aa" went the little green frog one day.  
"MM aa" went the little green frog.  
"MM aa" went the little green frog one day.  
And the frog went "aa,aa,aa."

All the other frogs went Spi-do-de-o-de-o, Spi-do-de-o-de-o, Spi-do-de-o-de-o,  
*(Slap knees and then make a spiraling circle with index finger as you sing Spi-do-de-o-de-o.)*  
All the other frogs went Spi-do-de-o-de-o,  
And one little frog went " mm-aa, mm-aa, mm-aa,aa.!"

## DUM DUM SONG

Dum dum da da, da dum dum da da,  
De dum dum da da da dum da dum dum dum,  
Dum dum da da, da dum dum da da.  
De dum dum da da da dum.

MOTIONS: *(The actions change but not the lyrics.)*

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

2nd verse: Slap thighs once, left chest once,  
thighs once, right chest once, thighs once, cross hands over knees and back,  
snap fingers once at your shoulder.

3rd verse: Fold arms in front and away from your body, and bounce forward left for two  
beats and back in place for two beats.

4th verse: Move to the right and left like an Egyptian. ( Take two shuffle steps to the  
left with your left index finger leading, then take two shuffle steps to the right  
with your right index finger out.)

5th verse: Do one of each motion.

## TAPS FOR CUB SCOUTS

Meetings done, gone the sun,  
Now it's time to go home and get rest,  
'Til next time we all pledge  
To Do Our Best.

Sun of gold, sky of blue,  
Both are gone from our sight,  
Day is through,  
Do Your Best, then to rest.  
Peace to you.

# Blackhawk Area Council



## **RANDALL**

*(Tune: "Rudolph")*

Randall, the red-cheeked Cub Scout  
Had a very cold, cold nose.  
And if you ever noticed,  
You could even say it flows.

All of the other Cubbies  
Used to laugh and point it out  
That Randall, the red-cheeked Cub Scout  
Had a very runny snout.

Then one day the Den Leader  
Took Randall out of sight  
*(A clear violation of YPT!)*  
And told him that it's time he knew  
How to wipe his nose just right.

Now all the other Cubbies  
Think Randall is a "Class A" Scout.  
'Cause Randall, the red-cheeked Cub Scout  
Finally learned to blow his snout.

## **CLAP YOUR HANDS**

*(Tune: "Jingle Bells")*

Clap your hands, stamp your feet,  
Let's all stand up please.  
Face to the left, face to the right,  
Now hands on your knees.  
Sit down please, stand back up,  
Clap your hands two beats,  
Now we'll all wipe our brows,  
And collapse into our seats.

## **JOHNNY APPLESEED GRACE**

Oh, the Lord's been good to me,  
And so I thank the Lord  
For giving me the things I need...  
The sun and the rain and the appleseed,  
The Lord's been good to me.

2002 Pow Wow

## **I-VEE**

*(Tune: "My Bonnie")*

My body has calamine lotion,  
My body's as sore as can be,  
The flowers I gathered for Granny,  
Turned out to be poison I-VEE.

Don't touch, don't touch,  
You'll get a rash from I-Vee,I-Vee.

## **FOUR CUB SCOUTS**

*(Tune: "Three Blind Mice")*

Four Cub Scouts, four Cub Scouts,  
See how they go, see how they go,  
They all went after their Bobcat pin,  
The Wolf and the Bear were the next to win,  
And then they went to the Webelos den,  
Our four Cub Scouts.

## **THE SKUNK**

*(Tune: "Turkey In The Straw")*

Oh, I stuck my head in a little skunk's hole,  
And the little skunk said, "Well, bless my soul.  
Take it out, take it out, take it out, take it out,  
Remove it!"

Well, I didn't take it out and the little skunk said,  
Oh, you better take it out, or you'll wish you had.  
Take it out, take it out, take it out, SSSSS!  
I re - mooved it ... Too Late!!!

## **SCOTTISH GRACE**

*(Tune: "Yankee Doodle")*

Some have meat and cannot eat,  
And some have none that want it.  
But we have meat and we can eat.  
And so the Lord be thanked.

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Songs



## LONG - LEGGED SAILOR

Have you ever, ever, ever  
In your long legged life,  
Seen a long legged sailor  
With a long legged wife.

Noooooo, I've never ever,  
Ever in my long legged life,  
Seen a long legged sailor  
With a long legged life.

Have you ever, ever, ever  
In your short legged life,  
Seen a short legged sailor  
With a short legged wife.

Noooooo, I've never ever  
Ever in my short legged life,  
Seen a short legged sailor  
With a short legged wife.

Have you ever, ever, ever  
In your bow legged life,  
Seen a bow legged sailor  
With a bow legged wife.

Noooooo, I've never ever, ever,  
Ever in my bow legged life,  
Seen a bow legged sailor  
With a bow legged wife.

Have you ever, ever, ever,  
In your pigeon toed life,  
Seen a pigeon toed sailor  
With a pigeon toed wife.

Noooooo, I've never ever,  
Ever in my pigeon toed life,  
Seen a pigeon toed sailor  
With a pigeon toed wife.

Have you ever, ever, ever  
In your knock kneed life,  
Seen a knock kneed sailor  
With a knock kneed wife.

Noooooo, I've never ever  
Ever in my knock kneed life,  
Seen a knock kneed sailor  
With a knock kneed wife.



# Blackhawk Area Council



## THE ANTS GO MARCHING

The ants go marching one by one, hurrah! hurrah!  
The ants go marching one by one, hurrah! hurrah!  
The ants go marching one by one, a bunch of 'em took my hot dog bun.  
And they'll all go marching around, to get in, to my picnic lunch.

The ants go marching two by two, hurrah! hurrah!  
The ants go marching two by two, hurrah! hurrah!  
The ants go marching two by two, now they grabbed the Jell-O, too.  
And they'll all go marching around, to get in, to my picnic lunch.

The ants go marching three by three ... they ate the chips and drank the tea.

The ants go marching four by four ... they ate the apple down to the core.

The ants go marching five by five ... into the punch they took a dive.

The ants go marching six by six ... now they grabbed the carrot sticks.

The ants go marching seven by seven ... there go the pieces of watermelon.

The ants go marching eight by eight ... they took so much they need a plate.

The ants go marching nine by nine ... there goes the lunch I thought was mine.

The ants go marching ten by ten ... to your next picnic they'll come again.

## FLEA FLY

Flea.  
Flea, fly.  
Flea, fly, mosquito  
Swat 'em!  
Calamine, calamine, calamine lotion.  
Oh, no more calamine lotion.  
Itchy, itchy, scratchy, scratchy, got one on  
My backy, backy.  
Ohy, ohy, owwy, owwy, wish he' go away.  
Quick get the bug spray, I think he went  
that - a - way - shhhhhh!  
(*Make can spraying motions.*)

Set up a clap / lap-slapping rhythm, and repeat each line after the leader, continuing to get faster each time it is sung.

## THE LITTLE CHICKEN

*Tune: "Turkey In The Straw"*

Oh, I had a little chicken  
And she wouldn't lay an egg.  
So I poured hot water up and down her leg  
And the little chicken hollered  
And the little chicken begged,  
And the poor little chicken  
Laid a hard boiled egg!

Sing song again replacing lines 3 & 7:

Poured colored paints/ laid Easter egg  
Poured chocolate milk/ laid chocolate egg  
Poured gold dust/ laid golden egg,  
Poured gun powder/ laid hand grenade  
BOOM!!!!!!

# Blackhawk Area Council



## SHARK SONG

Baby shark, do do do do  
Baby shark, do do do do  
*(make mouth action with thumb and fingers)*

Momma shark, do do do do  
Momma shark, do do do do  
*(make mouth action with butts of hands against each other touching fingertips)*

Grandpa shark, do do do do  
Grandpa shark, do do do do  
*(make mouth action with butts of hands against each other touching knuckles of rolled up fingers) (no teeth)*

Poppa shark, do do do do  
Poppa shark, do do do do  
*(make mouth action with full arms, touching fingertips)*

Lady swimming, do do do do  
Lady swimming, do do do do  
*(swims with both arms)*

Poppa shark, do do do do  
Poppa shark, do do do do  
*( make mouth actions with full arms, touching fingertips)*

Lady swimming, do do do do  
Lady swimming, do do do do  
*(swims only with one arm)*

Poppa shark, do do do do  
Poppa shark, do do do do  
*(mouth action as above)*

Lady swimming, do do do do  
Lady swimming, do do do do  
*(“swims” with no arms)*

Poppa shark, do do do do  
Poppa shark, do do do do  
*mouth action as above) YUM!*

## ONCE A CUB SCOUT WENT TO CAMP

*Tune: “Head & Shoulders, Knees & Toes”*

Once a Cub Scout went to camp,  
went to camp.  
Went to camp without his lamp,  
without his lamp.  
And there he saw a spider in his bed,  
This is what the Cub Scout said,  
Cub Scout said.

“Spider, spider, go away, go away,  
You are not allowed to stay, allowed to stay  
This is what my leader said,  
‘No two bodies in one bed, in one bed.’”

Once a Boy Scout went to camp,  
went to camp.  
Went to camp without his lamp,  
without his lamp.  
And there he saw a spider in his bed,  
This is what the Boy Scout said:  
“Aaaaaauuuuughhhhh!”

## EDELWEISS

Edelweiss, edelweiss  
Every morning you greet me.  
Small and white, clean and bright,  
You look happy to meet me.  
Blossom of snow,  
May you bloom and grow,  
Bloom and grow forever.  
Edelweiss, edelweiss  
Bless my homeland , forever.

Actions:  
Stand in a circle holding your left hand out, palm up and right hand up, palm down over the palm of your neighbor. Start singing the song: slap your right palm down on your neighbor’s hand, then slap your right leg, then your left leg, then bottom part of left hand, then slap your left palm twice. Go through the motions as you sing the whole song.



## AMERICAN RAILWAY

Chorus: *(Sing after each verse)*

Pasty-o-ree-o-ree-ay  
Pasty-o-ree-o-ree-ay  
Pasty-o-ree-o-ree-ay  
Workin' on the railway.

In 1891 American railway just begun.  
American railway just begun.  
Workin' on the railway.

In 1892 lookin' around for something to do.  
In 1893 American railway hired me.  
In 1894 found my back was mighty sore.  
In 1895 found myself more dead than alive.  
In 1896 stepped on a pile of dynamite sticks.  
In 1897 found my way up to heaven.  
In 1898 pickin' the locks at the pearly gate.  
In 1899 floatin' around on a cloud sublime.  
In 1890-10 found myself on earth again.

### **PATSY -O-REE-AY** *(Cub Scout version)*

Chorus: *(Sing after each verse)*

Patsy-o-ree-o-ree-ay  
Patsy-o-ree-o-ree-ay  
Patsy o-ree-o-ree-ay  
Climbing up the ladder.

*(Slap legs, clap hands and make spiral motion with index finger.)*

In 1981 Tiger Cubbing is where I begun.  
Tiger Cubbing is where I begun.  
Climbing up the ladder.

In 1982 Discover and Share is what I had to

In 1983 the Bobcat badge was pinned on me.

In 1984 the Wolf badge is what I wore.

In 1985 the Bear badge at last arrived.

In 1986 added Webelos to my list.

In 1987 I went camping and thought it was heaven.

In 1988 and Arrow of Light was my fate.

In 1989 it's time to leave Cub Scouting behind.

In 1980-10, if you like this song, .  
we'll sing it again.

### **PATSY-OREE-AY** *(Boy Scout version)*

Chorus: *( Sing after each verse)*

Patsy-o-ree-o-ree-ay  
Patsy-o-ree-o-ree-ay  
Patsy-o-ree-o-ree-ay  
Climbing up the ladder.

*(Slap legs, clap hands and make spiral motion with index finger.)*

In 1991 I thought that Scouting might be fun.  
I thought that Scouting might be fun.  
Climbing up the ladder.

In 1992 I looked around for something to do.

In 1993 a Boy Scout troop accepted me.

In 1994 the badge of Tenderfoot I wore.

In 1995 at Second Class I did arrive.

In 1996 as First Class I did my tricks.

In 1997 the Star reminded me of heaven.

In 1998 to be a Life Scout was my fate.

In 1999 at last the Eagle was mine.

In 1990-10, if you like this song,  
we'll sing it again.

# Blackhawk Area Council



## **GOOD SAINT GEORGE** (Tune: *Three Blind Mice*)

Good Saint George,  
Good Saint George,  
Lived by the code,  
Lived by the code,  
He felled a dragon and then what's more,  
He saved his country by doing that chore.  
He's the Patron Saint of Scouts evermore,  
Good Saint George.

## **KNIGHTS WERE BRAVE** (Tune: *London Bridge*)

Knights were brave and courteous,  
courteous, courteous.  
Knights were brave and courteous,  
saving damsels.

Knights wore helmets, swords, and spurs,  
swords and spurs, swords and spurs.  
Knights wore helmets, swords, and spurs,  
saving damsels.

Knights rode horses that were strong,  
that were strong, that were strong,  
Knights rode horses that were strong,  
saving damsels.

Knights had a code of chivalry,  
chivalry, chivalry.  
Knights had a code of chivalry,  
saving damsels.

Today Cub Scouts are like those Knights,  
like those Knights, like those Knights.  
Today Cub Scouts are like those Knights,  
But we don't save damsels!

## **SAINT GEORGE WAS A KNIGHT** (Tune: *Row, Row, Row Your Boat*)

St. George was a Knight  
Riding far and wide  
Doing good for one and all  
Around the countryside.

## **ARTHUR THE KING** (Tune: *Frosty The Snowman*)

Arthur, the King,  
Was unhappy as a boy.  
His sword was stuck in a very hard rock,  
So he had to play with toys.

Arthur grew up.  
Getting very big and strong  
He could laugh and sing as he lifted anything  
Even if it was heavy and long.

There must have been some magic in his  
new-found strength one day.  
For as he touched his sword again,  
The rock melted down to clay.

Arthur was happy  
He gave his sword a name  
Excaliber it was called, and it helped  
him to maul,  
All the foes that came his way.

*Detroit Area Council 1985*

## **DRAGON SLAYER** (Tune: *Farmer In The Dell*)

A dragon slayer am I, I cannot tell a lie  
For truth and honor and loyalty,  
Are always on my side.

A cause is all I need,  
I'm ready to do a good deed.  
To rescue and save in King Arthur's name,  
For God and country!

*Detroit Area Council 1991*

# Blackhawk Area Council



## IN A CASTLE

*(Tune: Jesus Loves Me)*

In a castle on a hill,  
Lived two princesses until  
A fiery dragon captured them,  
Took them away and locked them in.

Then came the Knights, Then came the Knights,  
Then came the Knights, to try and get them out.

The Princesses were scared to death,  
The dragon - he had awful breath.  
The Knights then came to see if they  
Could free the girls and save the day.

Then said the Knights, then said the Knights,  
Then said the Knights, "That dragon - we must slay!"

They found that dragon tooth and nail,  
Broke their shields and dented their mail,  
But in the end they finally won,  
That mean old dragon - he was done!

Oh, what a day, oh, what a day,  
Oh, what a day.  
The Knights found victory!

*Detroit Area Council 1985*

## THE MUSICIAN

I'm a musician, I come from German land.  
(group repeat )  
I can play. ( group repeat )  
I can play the tuba (group repeat)

(Everyone)  
Umpah, umpah, umpah, pah,  
Umpah, umpah, umpah, pah  
Umpah,umpah, umpah, pah  
Umpah, umpah, umpah, pah  
(Place hand on stomach and press in  
and out as you sing)

Begin singing at the beginning and  
replace tuba with other instruments.  
Each time you add an instrument,  
repeat the previous instruments again.

Viola -vio, vio, vio, la (simulate playing violin)  
Guitara - gui-tar, gui-tar, guitara  
(simulate strumming guitar)  
Piano - plink, plink, plink, plink, plink  
(simulate playing piano)  
Bagpipes -O - nair, nair, nair, nair,nair  
(Tip head back, hold nose with one hand  
and hit on windpipe with other.)

## WOLVES OF THE PACK

The wolves of the pack,  
Are playing catch and throw.  
Take one, hold one, (hold up)  
Pass it along.  
While playing - they went zig-a-zag-a-zig-a-zag-a-zonk.  
While playing - they went zig-a-zag-a-zig-a-zag-a-zonk.

Sing song and pass a cup on beat. On zig-a-zag-a-zig-a-zag-a-zonk, keep the same cup and pass it zonk. Vary by changing speed and direction of cups.

# Blackhawk Area Council

## Halloween Songs



### Great Pumpkin is Coming to Town

Oh, you better not shriek  
You better not groan  
You better not howl  
You better not moan  
Great Pumpkin is coming to town

He's gonna find out  
From folks that he meets  
Who deserves tricks  
And who deserves treats  
Great Pumpkin is coming to town

He'll search in every pumpkin patch  
Haunted houses far and near  
To see if you've been spreading gloom  
Or bringing lots of cheer

Oh, you better not shriek  
You better not groan  
You better not howl  
You better not moan  
Great Pumpkin is coming to town

### Deck the Patch

Deck the patch with orange and black  
Fa la la la, la la la  
Take along your goodie sack  
Fa la la la, la la la  
Don we now our gay apparel  
Fa la la la, la la la  
Troll the ancient pumpkin carol  
Fa la la la, la la la

See the Great One rise before us  
Fa la la la, la la la  
As we sing the pumpkin chorus  
Fa la la la, la la la  
Follow him as he ascends  
Fa la la la, la la la  
Join with true Great Pumpkin friends  
Fa la la la, la la la

### O Pumpkin Cards

Pumpkin cards, oh pumpkin cards!  
Carry greetings to my friends  
Let them know the day is here  
When Great Pumpkin will appear  
Pumpkin cards, oh pumpkin cards!  
Carry greetings to my friends

### The Twelve Days of Halloween

On the (nth) day of Halloween  
My true love gave to me

1. An owl in a rotten oak tree
2. Two trick-or-treaters
3. Three black cats
4. Four skeletons
5. Five scary spooks
6. Six goblins gobbling
7. Seven pumpkins glowing
8. Eight monsters shrieking
9. Nine ghosts a-booming
10. Ten ghouls a-groaning
11. Eleven casks a-leering
12. Twelve bats a-flying

### Pumpkin Wonderland

Screech owls hoot, are you listening?  
Beneath the moon, all is glistening  
A real scary sight, we're happy  
tonight  
Waiting in a pumpkin wonderland

In the patch we're waiting for Great  
Pumpkin  
We've been waiting for this all year  
For we've tried to be nice to  
everybody  
And to grow a patch that is sincere

Later on, while we're eating  
What we got trick-or-treating  
We'll share all our sacks of  
Halloween snacks  
Waiting in a pumpkin wonderland

# Blackhawk Area Council



## I Heard the Bells on Halloween

I heard the bells on Halloween  
Their old familiar carols scream  
And wild and sweet  
The world repeat  
The pumpkin season's here again

Then pealed the bells more loud and strong  
Great Pumpkin comes before too long  
The good will get, The bad will fret  
The pumpkin season's here again

## I'm Dreaming of the Great Pumpkin

Just like I do this time each year  
When he brings nice toys  
To good girls and boys  
Who wait for him to appear

I'm dreaming of the Great Pumpkin  
With every pumpkin card I write  
May your jack-o'-lanterns burn bright  
When the Great Pumpkin visits you tonight

## Pumpkin Bells

Dashing through the streets  
In our costumes bright and gay  
To each house we go  
Laughing all the way

Halloween is here  
Filled with lots of cheer  
What fun it is to trick-or-treat  
Singing Pumpkin Carols each year

Oh Pumpkin Bells, Pumpkin Bells  
Ringing loud and clear  
Oh what fun Great Pumpkin brings  
When Halloween is here

## Jack-O-Lantern (Tune: Jingle Bells)

Dashing through the streets,  
In our costumes bright and gay,  
To each house we go,  
Laughing all the way.  
Hal-lo-ween is here  
Making spirits bright  
What fun it is to trick or treat  
And scare our friends tonight.

ooh....  
Jack-o-lanterns, jack-o-lanterns,  
With their candles bright,  
What fun it is to see their face  
On Halloween night.

## Ghost Chickens in the Sky (To the tune of "Ghost Riders in the Sky")

A chicken Farmer went out,  
one dark and windy day,  
And by the coop he rested,  
as he went along his way.  
When all at once a rotten egg,  
hit him in the eye,  
It was the sight he dreaded,  
ghost chickens in the sky.

Chorus:  
Bok, bok, bok, BOK,  
Bok, bok, bok, BOK,  
Ghost chickens in the sky!

This farmer had these chickens,  
since he was twenty four,  
Working for the Colonel,  
for thirty years or more.  
Killing all those chickens,  
and sending them to fry,  
And now they want revenge,  
ghost chickens in the sky.

Chorus:  
Their beaks were black and shining,  
their eyes were burning red,  
They had no meat or feathers,  
these chickens all were dead.  
They picked the farmer up,  
and he died by the claw,  
They cooked him extra crispy, (pause)  
and ate him with coleslaw.

Chorus:

# Blackhawk Area Council



## Rufus Jack-o-Lantern

*(Tune: Frosty the Snow Man)*

Rufus Jack-o-Lantern  
Was a very scary sight,  
With triangle eyes, a twisted mouth,  
And a huge hole for a nose.

Rufus Jack-o-Lantern  
Is a ghost tale so they say,  
But the children know how the story goes,  
How he came to scare them one day.

There must have been some magic  
in the candle mom put in him,  
For when they struck a match to it,  
he began to laugh at them.

Rufus Jack-o-Lantern  
Was alive as he could be,  
and the children say he could scream all day  
just like any banshee.

Rufus Jack-o-Lantern  
Was a very scary sight,  
With triangle eyes, a twisted mouth,  
And a huge hole for a nose.

Rufus Jack-o-Lantern  
Is a ghost tale so they say,  
But the children know how the story goes,  
How he came to scare them one day.

He chased them down to the old graveyard  
with a broomstick and a mop.  
He scared them half to death until  
he came to a sudden stop.

Oh, Rufus Jack-o-Lantern,  
His time had come to go.  
He had to stop his scary chase  
When his candle would no longer glow.

Thumpity, thump, thump,  
Thumpity, thump, thump, Look at Rufus go.

Thumpity, thump, thump,  
Thumpity, thump, thump, Watch out or he'll  
get your TOE!

Lyrics by John Peoples (Jonesboro, AR,  
USA)

## Three Scary Ghosts

*(Tune: Three Blind Mice)*

Three scary ghosts, three scary ghosts.  
Hear how they moan, here how the moan.  
They're clammy and cold and we are the bait.  
They'll catch us all if we are out late.  
Three scary ghosts, three scary ghosts.

## Birds On The Scarecrow

*(Tune: Old Grey Mare)*

Here we sit like birds on a scarecrow  
Birds on a scarecrow  
Birds on a scarecrow.  
Here we sit like birds on a scarecrow  
Waiting for the rest to come  
Waiting for the rest to come  
Waiting for the rest to come.  
Here we sit like birds on a scarecrow  
Waiting for the rest to come.

The following are more Halloween Carols... some were written by Swarthmore students, some by Palo Alto High School students, and bits from original Charles Shultz material. And some just kind of spontaneously evolved.

## JOY TO THE WORLD

*(Tune: JOY TO THE WORLD)*

Joy to the world, It's Halloween.  
The night of fright has come!  
This time of year we wait.  
We hope he won't be late.  
The Great Pumpkin will come,  
The Great Pumpkin will come,  
The Great, The GREAT Pumpkin will come.

He rules the world, On Hallow's Eve.  
He's coming here tonight.  
Let's go into the pumpkin patch  
They'll put us in the booby hatch,  
But we will have such fun,  
But we will have such fun,  
But we, But we will have such fun.

# Blackhawk Area Council



## Trick or Treat

Dashing through the streets,  
Meeting goblins as we go,  
Wearing contour sheets,  
Wishing it would snow.

Bells in doorways ring,  
Making spirits bright,  
What fun it is to come and sing  
And get some food tonight.

Trick or treat, trick or treat,  
Trick or treat we say!  
Try to get the treats before  
The ghost takes us away!

Trick or treat, trick or treat,  
Trick or treat we say!  
If you don't have treats for us  
We'll never go away!

## Good old Frankenstein (Tune: "Good King Wenceslaus")

Good old Frankenstein walked out  
On All Hallows evening  
When the mist lay all about  
Clammy, damp and quivering!

Brightly shone the moon that night  
And the bats were cruel  
When a poor boy came about  
Dressed much like a Ghoul.

"Hey there, lad and come to me  
If you know it, tell me  
Yonder fool, who is he?  
And what on earth he's doing?"

"Sir, he comes from ten miles hence,  
And he crossed mountains plenty,  
To 'trick or treat' about the town  
And bring home a huge bounty!"

Bring me toast and bring me wine,  
Bring me my pit bull, Rover!  
You and I and Rover shall dine,  
On ghoul, ere this night's over!

## The Twelve Days of Halloween

(sung to the tune "12 Days of Christmas")

On the first day of Halloween  
My black cat gave to me  
A big round golden moon.

Two haunted houses  
Four jack-o-lanterns  
Five big-eyed owls  
Six ghosts a-flying  
Seven scary skeletons  
Eight trick-or-treaters  
Nine witches haunting  
Ten spooky trees  
Eleven graves-a-digging  
Twelve bats-a-flying

## UP IN THE PUMPKIN PATCH

(Tune: Up on the Housetop)

Up in the pumpkin patch,  
Witches pause,  
Out jumps the Great One,  
Hear the applause?!  
Down through the rows  
With goodies and toys  
All for this followers'  
Halloween joys!

Haunt! Haunt! Haunt!  
Who wouldn't want...  
Haunt! Haunt! Haunt!  
Who wouldn't want...  
To be in the pumpkin patch?  
Cheer! Cheer! Cheer!  
Waiting for the Great One  
And being sincere!

## ONE JACK-O-LANTERN

(Tune: Elephant Song)

One Jack-o-lantern went out to play  
upon a pumpkin vine one day,  
He had so much spooky fun  
He called for another Jack-o-lantern to  
come

One child stands to start - then chooses 2nd Jack-o-lantern. As each Jack-o-lantern is added children count and tell how many until all are standing in a row - then vine breaks and all fall down!

# Blackhawk Area Council



## **Boo! Boo! Boo! What Will We Do?**

*(Tune: Up On The House Top)*

All through the town floats monsters' breath,  
Screams of horror, hints of death.  
Down all the streets come the girls and boys  
All dressed up for their haunting joys.

Boo! Boo! Boo! What will we do?  
Boo! Boo! Boo! What will we do? Ooo  
Try to enjoy this scary scene  
And just relax, 'cause it's Halloween!!

Witches and goblins now fill the air,  
Spiders crawl across your hair!  
And every place that you try to hide  
Soon there's a ghostie there by your side.

Boo! Boo! Boo! What will we do?  
Boo! Boo! Boo! What will we do? Ooo  
Try to enjoy this scary scene  
And just relax, 'cause it's Halloween!!

There is a chill about this night  
Your head starts ting-a-ling with fright.  
In jack-o-lanterns' eerie glow  
The vampires now start swooping low.

Boo! Boo! Boo! What will we do?  
Boo! Boo! Boo! What will we do? Ooo  
Try to enjoy this scary scene  
And please come back next Halloween!!

--Grandpa Tucker

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## **GOBLINS IN THE SKY**

*(Tune: Farmer in the Dell)*

1. The goblin in the dark, the goblin in the dark,  
Hi ho, Halloween, the goblin in the dark.
2. The goblin takes the witch...
3. The witch takes the bat...
4. The bat takes the ghost....
5. The ghost says, "BOO!"

## **THE HALLOWEEN PARTY**

*(Tune: Mary Had a Little Lamb)*

Pump-kins have such hap-py grins, hap-py grins,  
hap-py grins.  
Pump-kins have such hap-py grins. It's Hal-low-een  
at last.

Cats have come with long, black tails, long, black  
tails, long, black tails.  
Cats have come with long, black tails. It's Hal-low-  
een at last.

Ghosts have come to school to-day, school to-day,  
school to-day.  
Ghosts have come to school to-day. It's Hal-low-  
een at last.

Witch-es have their witch-es brooms, witch-es  
brooms, witch-es brooms.  
Witch-es have their witch-es brooms. It's Hal-low-  
een at last.

## **THIS OLD GHOST**

*(Tune: This Old Man)*

This old ghost, he played one,  
He played peek-a-boo on the run.  
With a Boo! Boo! Boo! and a clap, clap, snap!  
This old ghost is a friendly chap.

This old ghost, he played two,  
He played peek-a-boo in a shoe.  
With a Boo! Boo! Boo! and a clap, clap, snap!  
This old ghost is a friendly chap.

This old ghost, he played three,  
He played peek-a-boo behind a tree.  
With a Boo! Boo! Boo! and a clap, clap, snap,  
This old ghost is a friendly chap.

# Blackhawk Area Council



## RIDING WITCHES

*(Tune: Yankee Doodle)*

A witch went riding on a broom  
On a cold October evening;  
She met a ghost and a big black cat,  
And down her neck they were breathing.

"Jump up on my broom," she said,  
"Let's come out of hiding,"  
"Jump up on my broom," she said,  
"And let's all go a-riding!"

## IT'S OCTOBER

*(Tune: She'll Be Coming 'Round the Mountain)*

It's October and it's time to have some fun, yee ha!  
It's October and it's time to have some fun, yee ha!  
Pickin' apples up so high  
For a fresh baked apple pie  
It's October and it's time to have some fun, yee ha!

Oh, it's time to head out to the pumpkin patch,  
yee ha!  
Oh, it's time to head out to the pumpkin patch,  
yee ha!  
To the patch to choose a pumpkin  
Dressed up like a country bumpkin  
Oh, it's time to head out to the pumpkin patch,  
yee ha!

We will all go trick or treatin' Halloween, yee ha!  
We will all go trick or treatin' Halloween, yee ha!  
Saying "Boo!" to those we meet  
Getting lots of things to eat  
We will all go trick or treatin' Halloween, yeeha!

## FIVE LITTLE PUMPKINS

*(Can use felt objects)*

FIVE LITTLE PUMPKINS SITTING ON A GATE  
THE FIRST ONE SAID - MY IT'S GETTING LATE  
THE SECOND ONE SAID- WHO'S THERE,  
WHO'S THERE  
THE THIRD ONE SAID- THERE ARE WITCHES  
IN THE AIR  
THE FOURTH ONE SAID- LET'S RUN, LET'S  
RUN  
THE FIFTH ONE SAID- IT'S ONLY HALLOWEEN  
FUN  
THEN PUFF WENT THE WIND AND OUT WENT  
THE LIGHTS  
AWAY WENT THE FIVE LITTLE PUMPKINS ON  
HAILOWEEN NIGHT.

## IN THE GRAVEYARD

*(Tune: Darling Clementine)*

In the graveyard, in the graveyard,  
When the moon begins to shine  
There's a doctor, crazy doctor  
And his monster Frankenstein.

Oh, my monster, oh, my monster,  
Oh, my monster Frankenstein,  
You are looking very scary,  
Sweet old monster Frankenstein.

## YELLOW PUMPKIN

*(TUNE OF I'M A LITTLE TEAPOT)*

I'M A YELLOW PUMPKIN, FAT AND ROUND  
GROWING IN A CORNFIELD, ON THE GROUND  
I'LL BE A JACK-O-LANTERN, WITH TWO BIG  
EYES  
OR MAYBE I'LL BE BAKED IN TWO FAT PIES.

# Blackhawk Area Council



## **DID YOU SEE A PUMPKIN?**

*(TUNE: DID YOU EVER SEE A LASSIE?)*

(USE FELT BOARD WITH LARGE ORANGE FELT PUMPKIN, BLACK FELT EYES, NOSE, MOUTH.)

DID YOU EVER SEE A PUMPKIN,  
A PUMPKIN, A PUMPKIN  
DID YOU EVER SEE A PUMPKIN WITH NO  
FACE AT ALL?  
WITH NO EYE (POINT) AND NO NOSE  
(POINT) AND NO MOUTH (POINT) AND NO  
TEETH, (POINT)  
DID YOU EVER SEE A PUMPKIN WITH NO  
FACE AT ALL?

SO I MADE A JACK-O- LANTERN,  
A JACK-O-JANTERN, A JACK-O-LANTERN.  
SO I MADE A JACK-O-LANTERN WITH A BIG,  
FUNNY FACE.  
WITH BIG EYES AND BIG NOSE AND BIG  
MOUTH AND TEETH  
SO I MADE A JACK-O-LANTERN WITH A BIG  
FUNNY FACE.

## **Spirit Wonderland**

Screech owls hoot, are you listening?  
'Neath the moon, all is glistening.  
A real scary sight, we're happy tonight.  
Waitin' in a spirit wonderland.

Black cats yowl, can you hear 'em?  
Ghosties howl, don't you fear 'em.  
A real scary sight, we're happy tonight.  
Waitin' in a spirit wonderland.

In the streets, we're begging for some candy.  
We've been waiting for this night all year.  
We've tried to embarrass everybody,  
And to make a costume filling you with fear.

Later on, while we're eatin'  
What we got trick or treatin'.  
We'll share all our sacks  
Of Halloween snacks,  
Waitin' in a spirit wonderland.

## **HUMPHREY THE BLUE-NOSED PUMPKIN**

*(Tune: Rudolph the red nosed Reindeer)*

Humphrey the blue-nosed pumpkin had a very  
obvious nose.  
And if you ever saw it, you might even say it shows.  
All of the other pumpkins, used to laugh and call  
him names.  
They never let poor Humphrey play in any pumpkin  
games.

Then one foggy Halloween Eve, the Great Pumpkin  
did say,  
"Humphrey, with your nose so blue, you'll make all  
the ghosts say BOO!"

Then all the pumpkins loved him, and they shouted  
out with glee,  
Humphrey, the blue-nosed pumpkin, You'll go down  
in history!

## **O Skeletons!**

*(Tune: O Tannenbaum!)*

O skeletons! O skeletons!  
Rattle down my hallway!  
O skeletons! O skeletons!  
Rattle in my attic.

Let them know, the day is here,  
When your spirit will appear.  
O skeletons! O skeletons!  
Rattle through your graveyard.

## **God Rest Ye Merry Spirits**

God rest ye merry spirits, let nothing you dismay.  
Witches stirring bubbling cauldrons, smelling of  
decay.  
To save you all from Satan's Po'er before your hair  
turns gray.  
Oh tidings of horror and fright,  
Horror and fright!  
Oh tidings of horror and fright.

# Blackhawk Area Council



## **The First Halloween** (Tune: *The First Noel*)

The First Halloween  
The parents did scream  
At the children in costumes  
Who stole all the treats.

"Go away, go away!"  
The spirits did say.  
"You're taking our business,  
So come back in May!"

## **We Three Ghosts** (Tune: *We Three Kings*)

We three ghosts of Halloween are  
Scaring kids who wander too far.  
Trick or treating, candy eating,  
Watching for the Halloween Star.

Oh...oh...

Star of darkness, star of fright.  
Star of every gruesome sight.  
West winds howling, cat's a-yowling,  
Let us play some tricks tonight!

## **Obligatory Solutions** (Tune : Jingle Bells)

Dashing through the streets,  
Meeting goblins as we go,  
Wearing contour sheets,  
Wishing it would snow.

Bells in doorways ring,  
Making spirits bright,  
What fun it is to come and sing  
And get some food tonight.

Trick or treat, trick or treat, trick or treat we say!  
Try to get the treats before the ghost takes us  
away!  
Trick or treat, trick or treat, trick or treat we say!  
If you don't have treats for us we'll never go  
away!

## **Ghosties We Have Heard on High**

Ghosties we have heard on high,  
Groaning horribly o'er the plains.  
And the witches in reply,  
Cacklin' their eerie strains:

Booooooooooooooooooooooooooooo  
Listen to our cry -----  
Booooooooooooooooooooooooooooo  
On this Halloween Night we cry.

Spirits why this jubilee?  
Why your ghostly tunes prolong.  
What these gruesome tidings be,  
Which inspire your Ghastly song.

Booooooooooooooooooooooooooooo  
Listen to our cry -----  
Booooooooooooooooooooooooooooo  
On this Halloween Night we cry.

## **Deck the Halls**

Deck the halls with poison ivy,  
Fa la la la la, la la la la.  
'Tis the season to be slimy,  
Fa la la la la, la la la la.  
Don we now our gruesome apparel,  
Fa la la la la, la la la la.  
Troll the ancient Halloween carol,  
Fa la la la la, la la la la.

See the goblins rise before us,  
Fa la la la la, la la la la.  
As we sing the Halloween chorus,  
Fa la la la la, la la la la.  
Follow them as they ascend,  
Fa la la la la, la la la la.  
Join with all your spooky friends,  
Fa la la la la, la la la la.

## **Spooky Night** (Tune : *Silent Night*)

Spooky Night, Halloween Night,  
All is cold, nothing's right.  
Round yon pumpkin glowing away.  
People singing in the doorway.  
Sing in devilish glee-ee.  
Singing in devilish glee.

# Blackhawk Area Council



## **The Grim Reaper is Coming to Town**

*(Tune: Santa Claus is coming to town)*

Oh, you better not shriek, you better not groan,  
You better not howl, you better not moan.  
The Grim Reaper is coming to town!

He's gonna find out from folks that he meets,  
Who should have bitters put in their treats.  
Grim Reaper is coming to town!

He'll search in every graveyard,  
Haunted houses far and near,  
To see if you should stay alive,  
Or die right here in fear!

So, you better not shriek, you better not groan,  
You better not howl, you better not moan.  
The Grim Reaper is coming to town!

## **Shivery Yells**

*(Tune: Silver Bells)*

We're on sidewalks, we're on porches,  
Dressed in costumes to scare.  
Through the city we're ringing the doorbells.  
Trick or treating, candy eating,  
Goey stuff in our hair,  
But the most fun is shrieking out loud,

"Shivery yells! Shivery yells!"  
That's the Halloween nitty-gritty.  
"Moan and Groan. Leave us alone.  
Halloween's just one night a year."

## **Rudolf The big Nosed Pumpkin**

*(Tune: Rudolf The Red Nosed Reindeer" )*

(spoken)

You may hear about pumpkins that end up in pies,  
Other pumpkins get so big, they almost touch the sky  
But have your heard, Of the pumpkin that was a nerd ?

(sing)

Oh, Rudolf the smallest Pumpkin  
Had a very large cut nose.  
And if you ever saw it,  
You would say "man, that thing glows."

All of the other pumpkins,  
Used to laugh and call him names.  
They never let poor Rudolf  
Play in any Halloween games.

Then one foggy Halloween night,  
Glenda the good witch said,  
"Rudolf, with your nose so bright,  
Won't you guide my broom tonight"

Then all the Jack-o-lanterns loved him,  
And they shouted out with glee,  
"Rudolf, the Big Nosed Pumpkin,  
You'll go down in history!"

Then one foggy Halloween night,  
Glenda the good witch said,  
"Rudolf, with your nose so bright,  
Won't you guide my broom tonight"

Then all the Jack-o-lanterns loved him,  
And they shouted out with glee,  
"Rudolf, the Big Nosed Pumpkin,  
You'll go down in history!"

By Daniel. W. S.

# Blackhawk Area Council



## She'll Be Riding on a Broomstick

She'll be riding on a broomstick when she comes.  
She'll be riding on a broomstick when she comes.  
She'll be riding on a broomstick  
She'll be riding on a broomstick  
She'll be riding on a broomstick when she comes.

We will warm up the big black kettle when she comes.  
We will warm up the big black kettle when she comes.  
We will warm up the big black kettle  
We will warm up the big black kettle  
We will warm up the big black kettle when she comes.

She will cook small toads and spiders when she comes.  
She will cook small toads and spiders when she comes.  
She will cook small toads and spiders  
She will cook small toads and spiders  
She will cook small toads and spiders when she comes.

We will feed all the ghosts and goblins when she comes  
We will feed all the ghosts and goblins when she comes  
We will feed all the ghosts and goblins.  
We will feed all the ghosts and goblins  
We will feed all the ghosts and goblins when she comes.

--Grandpa Tucker  
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## PUMPKIN SONG

*(Tune: Mary Had a Little Lamb)*

We are pumpkins big and round, big and round, big and round.  
We are pumpkins big and round sitting on the ground.

See our great big shiny eyes, shiny eyes, shiny eyes.  
See our great big shiny eyes, looking all around.

See our great big laughing mouth, laughing mouth, laughing mouth.  
See our great big laughing mouth, smiling right at you!





# Story Telling



## Storytelling (from Trapper Trails Council - Utah)

**Robert Baden-Powell, Scouting's founder said of storytelling,** "The Cubmaster can command rapt attention at any time by telling his Cubs a story, and through it he can convey the lesson he wants to include." Storytelling is a powerful tool in the Scouting program. Learn to use it!

**Learning how to tell stories:** For several years, our Trapper Trails Pow-Wow Books have included a section on storytelling. These articles describe some practical things to help you get started and become a storyteller. This article VERY BRIEFLY summarizes those articles and adds some new ideas to help you.

**The Basics:** There are two grand keys to storytelling: PRACTICE & LISTENING. There is NO OTHER WAY to learn. Therefore, the basic strategy is first to find/choose stories you like, learn them, then tell them. And second, listen to others as they tell their stories and learn from them.

**Choosing stories** is extremely time consuming. It takes lots of reading and listening to others as they tell their experiences and favorite stories. It helps me to know what I'm looking for.

I like stories with a moral, funny stories, and stories which intrigue others. I try to have a pen and paper when I go to meetings and make short summaries of any stories I like. Many times I'm looking for something in particular. For example, if you are working with the Bears, who have a requirement to know about some of the famous American folktales, you have a natural situation which will allow you to study these great stories and tell them to the boys over a number of weeks. With other groups, you must read and listen for stories that meet needs. Stories that educate are excellent choices. When covering first aid in Webelos, stories of how boys have used first aid to help others are wonderful. They carry the message that these boys can do the same. Boys Life Magazine has such stories each month.

**Story summaries** is the most important skill you can develop in finding stories. A summary tells the story line and has a few notes on how to tell the story. Typically, only a paragraph or two will be needed to help you remember. I don't know about you, but my memory is not adequate to remember details of the stories I hear. IT NEEDS TO BE WRITTEN. Don't forget to record the reference.

**Where to look** – finding stories is not as hard as it may sound. What is difficult is finding ones that fit you. The bibliography below provides the location of some of my favorite sources for stories. Please note that these are the types of stories I like to use. You are bound to find favorite sources for stories that excite you. The hard part after finding a group of stories is reading them and summarizing those you like.

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**Suggestions:** 1. Never tell stories that might offend anyone: minorities, religion, sexuality, profanity, etc. 2. Be very reluctant to tell a story you don't enjoy yourself. If you don't enjoy the story, it will typically show. 3. Practice often – to children, in casual conversation, in formal settings, etc. Try your stories often. 4. RULE: Always assess your motives in telling a story by answering the question, “Does the story fit the mood and the occasion AND does it fit the needs of your audience?”

**Altering the story** - The answer to question #4 above may be, “almost.” In this situation, you need to change the story to fit. This is really easier than it sounds. I like to use time & places of which I'm familiar rather than to try to fit myself into the time/space of the story's author. I change the story to fit me. I even like to change the names to ones I like or to names of members of the audience. Virtually all storytellers use this technique. It's your right - It's your obligation.

**Stopping the story** - But what of the times when the answer to #4 is “no?” The situation, or stories available, etc. don't meet the needs of the audience? Or as the story begins, the audience doesn't respond? These are times when it is right to stop the story and move to another activity. One of the most frustrating evenings I have experienced was when I decided to tell a story and could not win the interest of the audience. Closing down the story was the most humane solution for both the audience and myself.

**What about interruptions?** I have told many stories where there were interruptions during the story. Typically, after an interruption is handled, the audience will move quickly back into the story with no harm done. So merely an interruption is not reason for terminating a story. If the interruption is coming from the audience, it may be because they just don't know what you expect. It's easy to stop, let them know what you expect of them as an audience and move on.

**Delivering the story** is where the art of storytelling is demonstrated. There are many keys to this. Before beginning the story, tell some jokes or humorous short stories to settle you and focus the audience. Then:

First, know the story well. Rehearse it in your mind and get the feel of the story line, the order of events, the names you will use, etc. Get yourself excited about the story. Learn to walk in the footsteps of the person telling the story so you lend your credibility to the events. Help the audience walk in your shoes. This is not memorizing a written script!

Second, make sure all can see and hear you well. Make sure the lighting adds to the story.

Third, let the audience know what you expect. If you wish them to participate and ask questions, let them know. If you want them to be quiet, let them know.

Fourth, stop the story and deal with any interruption as it takes place then go back to the story.

Fifth, HAVE FUN & ENTHUSIASTIC! STAY

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**Becoming even better:** There are several things which can aid in improving your performance as a storyteller:

1. Join a storytelling club. Utah has the “Utah Storytelling Guild.” Membership is \$15.00 per year. You can join by sending your membership fee to: Utah Storytelling Guild, 2250 North University Parkway, Suite 48 Provo, UT 84604. As a member, Trapper Trails Council you are invited to participate in local chapter meetings (held in various Northern Utah cities), receive a newsletter, and be informed of workshops/conferences. At the meetings, people tell stories so you can learn from them. You will be invited to tell stories at the meetings.

2. Attend storytelling festivals: There are several storytelling festivals held in Utah each year. Ogden (Weber State University) hosts one during the winter. I have attended portions of it for two years now and found it to be excellent. The largest storytelling festival is the Timpanogos Storytelling Festival, held in Orem, UT, August 27-29, 1998. For more information, see their web site at: <http://timpfest.org>

3. Attend Storytelling Workshops. Most storytelling festivals have them. Also, many colleges/universities have storytelling classes.

4. Analyze what makes a story interesting then incorporate the ideas and structure into your presentation.. What is the common element of ALL stories? The answer is “TROUBLE!” What do I mean by trouble ? Trouble is something that went wrong. Trouble defines an adventure. Think back: is there something you never told your mother? What an adventure to tell your kids. Did you play a trick on someone? What? Why? What happened because of it? When developing a story, find out what the trouble was and how to describe it. Once you can do that, you can tell the story. This will also help you describe events in your own life. Keep a notebook with a list of the trouble you caused or in which you were involved. Then categorize them into chapters and make up your own tales.

I remember when I was caught throwing paper airplanes out the school window ON FIRE. We discussed this story in Webelos during Fire Prevention week one year. Look for the trouble in other people’s stories. How did they describe it? How can I re-tell? Understanding the trouble in a story provides framework. Another help in telling stories is how much detail to put into your stories. Typically, men put too little detail in their stories and women put too much. How do you know when you have it right? PRACTICE!

5. Other thoughts:

- a. Trust your judgement and stories you like.
- b. Tell rather than read your stories. Look them in the eye.
- c. Keep exploration as open as possible. Be willing to improvise.
- d. Understand that stories have POWER to change lives, to heal, to lift, OR to tear, degrade, etc. Be careful with that power and use it wisely. Ghost stories have little moral value, but are fun. Never leave the audience believing there is something out there to get them. Use the story to convey something which has moral substance. Remember, Scouting is a game with a purpose.
- e. Build a repertoire of stories you can draw on. Make summaries and keep them in a way which will allow you can draw on them instantly in any situation.

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- f. Make situations where you can tell your stories often. Repeat your favorites.  
The more you tell one story, the better you will learn to tell it well.

## **SUMMARY:**

The question is, "What triggers your storytelling juices?" Those things, which get you excited and spontaneous are the exact things that you need to tap while working with the boys. "Eloquence comes when you are tremendously excited about worthwhile things concerning which you are thoroughly informed." How do you do this? Become aware of your own storytelling excursions. When you talk to others, listen to yourself. What makes you excited? Watch for the things which entertain, gain and maintain attention, etc. Basically, what I'm trying to say is to follow the grand keys of becoming a good story teller. They are:

1. PRACTICE - get into the mode of telling stories often. It doesn't really matter if it is with the boys or not. Your own children provide the safest audience. However, casual conversations with Trapper Trails Council others provide excellent opportunities for you to try things out. The audience needn't know you are practicing or even in a storytelling mode. I really like working with the boys telling stories that illustrate the Scouting values and skills.

2. LISTEN: The best storytellers are also the best listeners. They become aware of what they are saying and how they say it. They listen (and read) constantly for new story material. When they find a new story, they not only note the story line, they also catalogue in their minds how the storyteller told the story and know what made the story work. I'm still working to be a good storyteller and probably always will be. I try to follow the principles I've described herein. I know it works. I also know that you can do this and enjoy it if you "pay the price."

## **References:**

Best Loved Stories Told at the National Storytelling Festival with an introduction by Jane Yolen -- 20th Anniversary Edition

BSA, Boys Life and Scouting magazines, & Scout Handbook, other Scout books, helps, etc.

Delose Conner, Folk and Campfire Stories -- I have seen this book at three different Scout Offices. If you can't find one & need a copy, contact Delose Conner at 801 544-3376.

Douglas R. Bowen, Creative Campfires -- at BSA Offices

Julia Seton, Trail and Camp-Fire Stories -- BSA Offices

Ray Harriot, Stories for Around the Campfire -- at BSA Offices

Robert Baden-Powell, Scouting for BOYS, -- (reprint by Scouts of Canada - at most Scout Trading Posts)

Robert Baden-Powell. The Wolf Cub's Handbook -- (reprint by Scouts of Canada - I obtained my copy from BSA. Salt Lake Council Trading Post)

\*\* I'm always looking for more outstanding stories and story collections. If you have one or know of a book of good stories, please call or write me: LaMar Nybo, 62 South 200 East, Kaysville, UT 84037, Phone: 801 544-1514

# Blackhawk Area Council



## **Robert S. S. Baden-Powell Summarized by LaMar Nybo**

“THE ADVENTURE BEGINS” -- What a wonderful theme to capture the heart and mind of a boy -- to build anticipation - to build a questing spirit. This in my mind is just what happened to a young lad in England in the early 1860's.

Robert S. S. Baden-Powell (B-P) really didn't like school. In fact, he would do about anything to get out of it. Don't get me wrong, he loved to learn, he just didn't like school. While enrolled at Charterhouse, an elite boarding school in England, he enjoyed sneaking out of class into the small wooded area behind the school. While there, his imagination would run wild. He might be a hunter in Africa, or a tracker in India, or a cowboy in the U.S. or Australia.

Teachers would often come looking for him. He played a game with them learning how to avoid detection in the woods, how to creep up close enough to them that he could easily listen to the conversations. Sometimes, he could even reach out and touch them. Often he heard that he would be dismissed from the school if it hadn't been for his widowed mother. So he knew they would keep him, if only for her sake.

Often in the woods, B-P would sketch his adventures. Through his drawing, he became quite proficient at observing the details in nature. During the summers his uncles and brothers (six older) would take him camping, sailing, and on other outings. There he could live even more of his fantastic adventures.

One of his favorite pastimes in school was acting. He could quickly memorize the parts and because of his wit, singing voice, and acting ability, he usually played the lead roles. He later believed this prepared him for leadership by making him comfortable in front of audiences.

Upon graduation, B-P found himself in a real bind. His brothers were making the best of themselves and becoming famous through their professions. He had no trade or real academic credentials to draw from. He wanted to be as famous as his father (a professor) and his brothers, but the future looked grim.

He found an “I Want You” poster inviting enlistment in the British Army, but in order to be selected, a British citizen had to do extremely well on the entrance examination. For the first time in his life, B-P wanted something so bad it hurt. He feared the exam for he had done so poorly in school, but he decided to meet the challenge.

For the next few weeks, he studied day and night learning all the facts he could in preparation for the test. The test took two weeks to take. But real dedication, preparation and determination paid off. B-P passed. Out of 7 18 applicants, B-P ranked fifth.

On 11 September 1876, B-P received his commission in the British Army and was immediately sent to India to serve as an officer. The group he was in-charge of was not willing to really train hard enough to learn the things they needed to survive in a military situation. B-P didn't like the way the army trained their men. It was boring and no fun. He decided to do it differently. He would make it a series of games. He divided the men into small groups and had them learn with and from each other in a spirit of cooperative competition. The idea was very successful.

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In looking for skills and games to teach the men, B-P developed ways of living and working in nature which would provided the needed training for soldiering. During this time, he honed his skills to track and stalk in the jungles. He often hunted. In several military campaigns he became the army scout, seeking out the enemy, mapping their strongholds and planning the strategy for attack.

To entertain the men, he organized a theatre group and put on plays. His plays became famous throughout each of his assignments and many officers, enlisted men, wives and families would gather to watch them. Participation was another way to train his men for leadership.

B-P made the military an adventure on a day-by- day basis. Scouting, games, plays, musicals, spying, hunting, tracking, and other activities caused him to love his profession. Because he was so successful with his techniques, he wrote some of his ideas into a book which he titled "Aids to Scouting."

B-P's fame really soared while in Africa in the 1889 and 1890 while he was assigned to defend a small railroad town name Mafeking. Mafeking was a strategic key to products, services and information throughout central Africa during the Boer War.

For 217 days, B-P utilized all his resources to keep the city from capture. His small British force was completely surrounded by the Boers (Dutch settlers). He organized the youth into message carriers and as help to the soldiers. He had no explosive mines to keep the Boers from rushing the city so they pretended to bury mines around their city. They even exploded a small charges of dynamite to convince the Boers that they really had mines. They had no fence materials to slow enemy if attacked, but they pretended to lay fence. The charade worked.

Although completely surrounded, B-P was not completely cut off from outside communications. Native runners could slip through the Boer lines and deliver messages. B-P often wrote his family of his exploits and how they were being successful in delaying what seemed an inevitable siege of the city. These letters were published in the newspapers in England resulting in B-P becoming a national hero.

Boys wanted to identify themselves with B-P. They found and re-published the manual "Aids to Scouting" and par-a-military organizations began to use the games to train the youth. Upon his return to England, B-P realized the problem with the manual. It was never designed for boys. It taught neither patriotism, or moral values. Also, B-P didn't feel a military organization could meet the needs of growing boys.

B-P decided to re-write the book putting down his thoughts of how such values could be taught and still learn the heart of the scouting techniques so valuable in any vocation. In preparation, and to try out his ideas to teach boys Scouting, B-P took 21 boys to Brownsea Island in August 1907. He organized them into 4 patrols: Curlews, Bulls, Wolves, and Ravens.

The camp was completely successful. B-P taught skills in the morning, the boys applied the skills in the afternoon: In the evening around the campfire, they did theatrics, skits, singing, etc. Best of all, they listened to the stories B-P told. He described his adventures and gave them visions of what they could become.

Finally in January 1908 "Part I" of Scouting for Boys was published in a newspaper and Scouting really began.

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The book really made boys feel that there was adventure in the outdoors, honor in the code of Knighthood, and a belief in God was important. Scouting spread fast and people were organized to try to manage the groups. B-P gave lectures, appeared at Scout camps, and devoted all his efforts to assure its success. Scouting spread around the world in just a few years. It came to the USA in 1910. The Boy Scouts of America was nationally chartered in 1916.

B-P was knighted by the Queen to become Sir Robert Baden-Powell. Later he received the title of "Lord Baden-Powell of Gilwell." Boy Scout organizations around the world honored him for his vision and leadership. He was known for many years as "Chief Scout of the World."

B-P believed that boys could become great men and lead the world to greatness and peace. If true principles of honor and Scouting could be learned and practiced, the world could become a better place. B-P worked with his heart and soul to make this happen and help Scouting be successful.

In 1937 at the age of 80, B-P basically retired from Scouting and moved to Africa for his health. Even then, he published letters and documents encouraging his fellow Scouters to maintain the vision.

On 7 January 1941, in his African home, B-P died. In him, the adventure never dimmed. It seemed to always be beginning. His influence around the world and many trips to each nation's Boy Scouts helped to establish the vision of a worldwide organization, which taught values, leadership and brotherhood. I believe he has made a significant contribution in helping nations work together.

B-P's lifelong drive was to raise the anticipation of adventure in those around him then help them realize that anticipation. We can share that vision. Which brings a question of self-examination -- Does the "adventure begin" or does "adventure end" with you and your program? Without a doubt, we can use the techniques developed by this great man to cause THE ADVENTURE TO BEGIN!



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## **OLD EPHRAIM** **Compiled by LaMar Nybo**

You may be surprised to know that there are bears in these Utah mountains. The Fish and Game Department issues bear tags and people actually go out with dogs and guns to hunt them. There aren't as many as there used to be. The largest bear in the 48 states, the plains grizzly, has rarely ever been seen as far South as Northern Utah. It's the black bear who typically roams this area now and in the past. These very timid bears are rarely seen by anyone.

However, this story is about a bear, a huge grizzly bear that roamed Northern Utah. He became known as Old Ephraim. Old Eph (or simply Eph) gained his reputation by being perhaps the most clever bear that ever roamed the mountain west. His identifying mark was three toes on his right front foot.

His territory ranged from about Morgan, Utah to as far North as Soda Springs, Idaho, but his tracks and trail of killed domestic animals were most often found between Logan and Bear Lake.

Shepherders, ranchers and farmers particularly hated the grizzly bear because he is a ruthless killer. When they go through a herd of domestic animals, they often lash out, killing an animal at nearly every swing of their huge arms. They could kill 20-30 sheep in 4- 5 minutes and only stop long enough to eat a few mouthfuls from one or two animals as they went through a herd.

Old Eph rarely killed like other grizzlies. He typically packed off an animal or two without killing large numbers of animals. Never the less, he so consistently killed sheep that the ranchers and shepherders were out to get him. From about 1900 to 1920, they even hired professional hunters to try to track him down. But during that time, few ever saw him, let alone had an opportunity to kill him.

Trackers, herders and hunters all knew Old Eph because of his 3 toed foot. Early in his life, he was called Old Three Toe, but was renamed Old Ephraim after a bear in California. What really raised his fame and caused a large bounty to be put on his head was a sad event, when he attacked and killed an old man during the winter of 1920.

Within an hour, men took up the trail, but they couldn't find Old Eph. The bear was just too smart. They put a bounty on the bear, and when you added that to the bounty already put on him by the ranchers, the price on his head attracted many hunters, but - they failed!

Old Eph kept killing sheep up and down the mountain range, but mostly in the mountains of Northern Utah. He averaged one or two sheep per night so he was taking a considerable toll on the herds that ranged in his hunting grounds.

In the summer of 1923, Frank Clark from Idaho was herding sheep in Logan Canyon. Frank was well aware of what bears can do to sheep. He was a veteran sheep herder and bear killer, having killed over 40 bear during his life. He was not afraid of bears. Frank always had three things with him – his horse, his gun, and his dog.

Frank was no stranger to the mountains above Logan - He knew every canyon, trail, and meadow. He loved the solitude, rarely seeing anyone during the summer, except the person hired to bring grub each week.

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Frank had heard about Old Eph when he first came to this area in 1911. By 1913, he knew quite well Eph's habits and where Eph traveled. He was always on the lookout for him. A friend told Frank about bumping into Old Eph, so Frank even had a fairly good idea of Eph's size.

Bears must get a thin layer of mud all over their bodies almost every day to protect them from stings and bites of bugs. They make themselves a place near a stream to bathe called a wallow. One day, Frank came upon a wallow over 10 feet in diameter. He was sure it was Old Eph's and confirmed his suspicions when he found the tracks of the huge 3-toed bear tracks.

Frank didn't have a trap large enough for the great bear, so he traveled to Logan to have two special 23 pound, 18-inch diameter traps made especially for Old Eph. He carefully connected one of the traps to a large 20 foot long log using a 14 foot log chain attached to the trap. Trappers don't attach the chain of the trap to a solid object because in such a case, the bear, if caught in the trap, would chew his foot off or break it off at the jaws of the trap.

Frank stirred the mud to hide the trap and carefully washed away his tracks so there was no scent of man around the wallow. The next morning he found the trap carefully sprung and lying on the side of the wallow. Frank made several similar attempts to trap the bear in the wallow. However, each time, the trap was laying on the side of the wallow. Then, the bear stopped using the wallow.

A few days later, Frank found a new wallow not too far from the first. Leaving one trap set in the old wallow, Frank took the second trap to the new wallow. He took every precaution that he knew to be sure it was set without scent of man. He washed the trap thoroughly, then bathed it in the blood of an animal. He used gloves, which had been washed and similarly dipped in blood to keep his scent off the trap. He carefully laid the trap out in the pool and stirred the mud up to cover it. Then he used brush dipped in blood to wipe out his tracks and get rid of his scent.

The night of August 21, 1923 was a beautiful starry night. Frank could hear the bells tinkling on the horses as they were feeding in the meadow close to his camp. He could hear the sheep and once in a while the lonely call of a coyote. All else was still. It was getting late, so Frank went to bed as usual wearing just his long underwear (BVD's)

After several hours, Frank was awakened by some unusual sounds up the canyon. The sounds were quite constant and Frank couldn't figure what they were. Frank later said, "I got up and put on my shoes, but 1x0 trousers. I did take my gun, a 25-35-caliber carbine with seven steel ball cartridges and walked up the trail. It was darker than heck and plenty cold for B.V.D.S. I did not know that it was Eph, in fact, I thought it was a horse that was down."

Actually, Eph had gone into his new wallow. Not smelling the scent of man, he stepped on the trigger of the trap. Those jaws clamped down on his right fore leg with a vice-like grip. Eph groaned in agony, started to run, but then came to the end of the 14-foot log chain, which stopped him for a moment. Eph tried to free himself by gnawing on the trap and chain as he drug it down the canyon toward Frank's camp. Finally, the log wedged between two trees and the trap wouldn't let him go. In his fury he did manage to break the ring, which held the chain to the log and was finally free of the log. In doing so, he broke a tooth and started his mouth bleeding.

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Free from the log, he started down the canyon toward Frank's camp, apparently knowing that it was Frank that set the trap. It appeared that he was intent on getting revenge.

With Eph going down the bottoms and Frank going up the trail they passed in the night. Frank said, "After I had got past Eph, he let me know all at once that it was not a horse. What should I do? Alone, the closest human being three miles away and Eph between me and camp. I listened and could hear the chain rattle and so did my teeth. I decided to get up on the hillside and wait for him. I spent many dark hours up there . . . listening to Eph's groans and bellows. Finally, daylight came and at last it was my turn."

Frank, angry as he could be, but bear smart, started carefully to move toward the sounds trying to find Old Eph. Frank could hear the bear still in the bottoms under some brush. He tried throwing stones to get the bear to move. He even tried to poke a long pole into the place he thought the bear was. Finally, Frank saw a part of the bear and took a shot, at which Eph raised to his full 10-foot height, the trap still on his right front leg and the chain wrapped neatly around his leg.

His back was toward Frank. Then he turned and started in Frank's direction, the trap and chain above his head. Frank froze with fear, or awe, as he looked at the huge monster. Eph moved to within about 6 feet of him, but Eph was still down in the bottoms with a 4-foot steep bank climb to get to Frank. Luckily, Eph couldn't use both front legs well so could not attack quickly. Finally Frank lifted his gun and fired his second shot. Eph staggered back, but began coming again. Four more shots and Eph was still on his feet. Finally, Eph went down on all four legs and went back into the brush.

Frank thought Eph was going to run away, but Eph only went to a place where he could easily climb onto the trail where Frank was. Frank was amazed to see Eph in his full 10 foot stature coming down the trail standing on his back legs. His right leg, head, and chest were covered with blood from the trap, the wounds in his mouth and the bullet wounds in the chest. BUT the fact he was still coming, even with all those wounds and his huge size, made Eph a fearsome sight. Frank had never before backed away from a bear, but he only had one shot left. Killing Eph with the final round in his rifle seemed an impossible task.

He started to step back, but a bush caught his foot and he fell flat on his back. Frank scrambled to his feet as quickly as he could and started for Logan, twenty miles away with Eph close behind, roaring with anger and still on his back legs. Since a healthy grizzly can run twice as fast as a man can, he was glad Eph was handicapped by the trap.

Suddenly, Frank's dog, Jennie, came up behind Eph and began biting at the back of his legs. Eph didn't like this and stopped to fight the dog. Frank turned back and urged the dog to continue the fight. Frank could now see that Eph was very badly hurt. Eph was waddling along on his hind legs, blood spouting from his nostrils at each breath. As Eph bowed and turned again to hit the dog, Frank moved as close as he dare and fired his final shot into the side of the bear's head, just below the ear. Eph fell forward rolled a little, raised his head one last time and became still.

Frank shaken to the core, sat for sometime at the edge of the trail and watched the life slip from this great animal. Frank didn't feel happy, just glad it was over. Here was the culmination of a lo-year battle to get that bear. Yet for Frank, who loved animals, this was a sad moment.

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Epilog -- Frank went immediately to the camp of the closest shepherd, Joe Brown, where they talked about the kill, ate breakfast and allowed Frank's nerves to settle. Frank asked Joe to go back with him to take care of Eph. They removed the trap and hide leaving the head and body. The hide was almost an inch thick and weighed over 200 pounds. They tried to move Eph away from the creek, but the horses couldn't move him. So they covered Eph with brush and wood and set fire to it. For three days, when he was in camp, Frank continued to burn the body. Finally he buried what was left.

Word of the kill and speculation that this was indeed a grizzly working in northern Utah quickly spread. Dr. George R. Hill, however, doubted that it was really a grizzly bear and offered \$25.00 if it could be proved. A Boy Scout Troop found the grave and sent the skull to the Smithsonian Institution in Washington D.C. where it remained for about 60 years. The Smithsonian Institution did indeed confirm that the bear was a grizzly and confirmed the height to be approximately 9 foot 11 inches tall. The head was returned a few years ago and is now on display in the USU library.

The troop erected a monument over the grave, which was later replaced by a larger monument, a stone 9 feet 11 inches tall. Just to see the stone caused me to be astounded by the size of this animal. He was indeed huge, killed numerous sheep and at least one man. Bear still range these hills, but they are rarely seen. Hunters legally kill a few each year. However, the grizzly no longer roams this far South. Looking at the monument, I'm personally glad they don't!

Today, you can still see Old Ephraim's grave. It is identified on most forest service maps in Trail Hollow. It takes a four-wheel drive vehicle or pickup truck to negotiate the roads, but after having spent a couple nights there, well worth the journey.

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I have used several papers I have collected to re-tell this story. I hope no one is offended by my interpretation of the events. All the accounts I have (at least four) are conflicting. I'm not too concerned about the discrepancies. Just the excitement of the tale. The goal for this printing is to allow youth leaders to put together their own story of these great events.

## **Bibliography:**

1. Old Ephraim, the Story of the Last Giant Grizzly of Bridgerland, by Newell J. Crookston, Copyright 1959. (This book is the most definitive about Old Ephraim. It has photographs, maps, and other information which makes it worth the purchase price. It can be found at the council trading post.)
2. True Bear Story as told by Frank Clark, Milad Idaho, no compiler, recorder or copyright mentioned.
3. Folk and Campfire Stories, by Delose Conner, Copyright 1992, copies are available from BSA Offices and Directly from the author: Delose Conner, 395 North Church Street, Layton, UT 84041, Phone: (801) 544-3376.
4. Old Ephraim, The Great Grizzly of the Cashe National Forest as told by a.Cash Valley "Old Timer" -- No other --1 information available on this version of the story.
5. Personal contact with several storytellers who have related the "Old Eph" story.

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## MY UNCLE CHARLIE By Delose Conner\*\*

Did I ever tell you about my Uncle Charlie? My Uncle Charlie had what is known as animal magnetism. Now<sup>2</sup> you are aware of what that entails?<sup>1</sup> That's right. It means that any animal, large or small, is automatically attracted to him. Now for example, have you ever tried to put a bit in a horse's mouth? <sup>1</sup> This not an easy thing to do. Now, your horse will run and holler and just give you the most difficult time. You got to rope him or corner him. But not for Charlie, you see. All; Charlie would have to do is walk out there in the pasture and the horses would come a-runnin' with their mouth agape, ready to be plugged in, so to speak. And not just his own horses, but his neighbors' horses as well, and all animals, pigs, chickens, ducks, cows, all creatures, were attracted to him. Not just domesticates, I'm talking about your wild creatures too, your opossums, your raccoons, chicken hawks, blue jays, all animals were always hanging 'round his place for a handout or just to be close to him; you see they were attracted to him. <sup>3</sup>

Now, I'm a-laying this as groundwork for the story I'm about ta relate, so that you might understand that my Uncle Charlie was deeply interested in animals, because you see, animal magnetism reciprocates both ways and the person must love animals if they are to love him, too. <sup>4</sup>

Now Charlie, one day, as he particularly liked to do, was walking through the big woods. Now I'm not talking about no little pole forest. I'm talking about an enormous big woods, where your trees are as big around as this giant here and standing a hundred -- two hundred -- feet in the air, just enormous, you see.<sup>4</sup> Charlie was just a walking down through the trees, just enjoying himself, looking at the birds and the critters, when what should he come across?<sup>1</sup> That's right, a bear. But your littlest, tiniest, cutest bear you'd ever seen in your life. He was a-meowing and a-crying and a-carrying on just as if he were lost. Now Charlie did not just run down there immediately and collar the critter, as was his first impulse, you might say. Instead, he hung up there in the woods and watched a bit.

Now, this was so he would not get his head stove in by a mother bear, such as is always hanging about the little rascals. But no big'un shows, you see. For a full fifteen minutes, Charlie watches and no mother bear is forthcoming. So Charlie heads down there on a dead run to collar that little critter. contemplating his own little versions of Grizzly Adams and such. He comes gallivanting down the hill at full tilt and that bear catches eye of him and takes off on his own run. This bear was having other ideas than to be collected by my Uncle Charlie. Now the bear's running hither and yon all about the place and he comes to a big stump standing,<sup>5</sup> oh, twelve feet in the air, and here at this stump the bear scrambles up and disappears.

Now, Charlie was taken back, you see, never having seen a bear disappear before. He looked at that stump, and there's your woodpecker holes, and your sticks sticking out and your rough places in the bark. Charlie scrambles up himself and peers down inside. For indeed, you see that stump was hollow. And there down in the stump, ten feet was that little bear, just a-bawling and a-moaning and a-crying in a most pitiable manner. Charlie figures he's got him now, so he just drops down in there and takes off his belt, fixing to hog-tie him.

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Now, you know what is entailed in hog-tying? You bring all the legs up in a pointy manner in this way and you wrap them like so.<sup>6</sup> And then, Charlie muzzled the critter with his handkerchief cause he was biting him considerably. He was just in the attitude of bending over and was going to poke his head up through the pointy end, when it grew dark down inside that stump.

Now, Charlie looked skyward to see what had caused this darkness and there, just a-glaring at him and a-growling and a-snarling and a-slithering in a most heinous manner was the mother grizzly bear. Now, about the time Charlie thinks about it, that old critter throws her rear end around and commences coming in with him.

Now, have you ever seed the claws on a bear?<sup>1</sup> Now, a bear's claws, they curve backwards like these hooks here<sup>6</sup> and it is impossible for a bear, you see, to go down into a stump front end first, or to go down anything, for that matter, front end first. But they must come posterior<sup>7</sup> foremost. So this bear is lowering her big behind down inside this stump and Charlie's beginning to contemplate what it is going to be like inside that stump with that grizzly bear when he realizes he's got his knife.

Now, this was one of those long, thin-bladed, old-fashioned hunting knives.<sup>4</sup> And right about the time hat bear-s rear end comes eye level, Charlie planted it to the hilt<sup>6</sup> right in her rump, and up she squirts out of that --<sup>8</sup> and turned around just a-screaming and a belling and a ripping chunks of bark and a-roaring and a-slithering in a most heinous<sup>9</sup> manner. Charlie figures he's about dead. Ejecting a bear once is something. Now what's he going to do? About the time he takes a thought about it, she throws herself down in there and was a-comming in on him a second time. What else was there to do, having worked once, you see, and when that bear's rear end got within striking distance, he planted that knife again, and sure enough, up she squirts just like all together. She spins around and her eyes are inflamed and blazing and she's a-snarling and a-growling and a-roaring in a most heinous manner. And old Charlie, he figures he's dead.

It weren't for but a second or two before that old bear dropped herself down in there the third time again, you see, that little baby's just a-crying and a-meowing, though kind of mumbly, you know. And down she comes and he's figured now what he's got to do.

Have you ever seen the tail on a bear?<sup>1</sup> Even on your most enormous grizzly, the tail is no larger than my two hands put together in this manner, ya see.<sup>6</sup> And when that bear's tail got within grasping distance, Charlie grasped a hold of it just as tight as he could with one hand and he planted the knife with the other and whoooooosh, they shot up out of that stump and next thing you know, Charlie's waking up on the ground. Ya see, he's looking around kind of delirious like and there with her nose planted straight in his face was that big old sow bear, and she's a-waking up and a-looking around kind of bleary-eyed and delirious like.<sup>6</sup> Charlie jumps up and she jumps up and he takes off and she takes off and he's a-running and she's a-running and they're going around and around this stump just all together, and she's a-gaining and he's a-getting tired. You see, she's a-gaining and SNAP! Them bear jaws came together just off his backside.

Now this tended to speed Charlie up a bit. He looks on around that stump and what should be in front of him. but the rear end of that bear. Now he notes that he still had his knife in hand and he reached out there and nipped the tail off that bear. It goes plop o the ground, you see, and when that bear whipped around the stump the next time, sure enough, she stopped and ate the thing.! Now, this gives Charlie a moments rest, ya see, then she's after him and he's a-running and she's a-running and he's a-getting tired, and he pours it on and comes up behind her and he reaches out there and takes off a big hunk of rump meat. It falls plop there on the trail that they've worn about the stump, you see. <sup>4</sup> And sure enough, when that bear comes back around

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the stump the next time, she stopped and ate that chunk. Now this continued, this here chopping and chomping, for over an hour and a half, until that bear had eaten herself up entirely



1 Audience involvement is important from the first. Ask questions and pause, vocal response is rare, but knowing everyone has answered the question in his mind, go on as if you had received a reply.

2 Connecting words and phrases, such as: now, and, you see, your, and just are perfectly all right in the storytelling and essential in my style. They speed the story line from one thought to the next and continually call your listeners' attention to what is being said. Also, these words and phrases are in the personality of my old storyteller.

3 The preceding two sentences are an example of another style technique. Many "small" ideas are related quickly to present one thought.

4 The story line can be interrupted at any time so that explanations can be given or the stage set by descriptions. The story continues immediately after such a break, trusting your audience will be hanging on the last words related before the explanation was presented.

5 Occasional pauses to think, as if your getting details exact. add to the feeling that you believe entirely in what you're saying and expect your listeners to believe also.

6 The ability to demonstrate actions, expressions, expectations, positions, etc. is one of the advantages of telling a story over reading one. And seeing such actions and antics is among the advantages that listening to a story has over reading one. Whenever possible. demonstrate and act out.

7 "Big" words such as "posterior" and "contemplate" may seem out of place in this rough style of presentation. They are not, and they fit the character of my old storyteller.

8 A technique of presenting a rushed situation or a feeling of speed in the story is to leave sentences unfinished, letting your listeners fill in the blanks in their thoughts as you push on to the next pressing action. Speed can also be presented by putting many actions into one sentence. For example: "And just turned around just a-screaming and a-bellering and a-ripping chunks of bark and a-roaring and a-slighering in a most heinous manner." Also, you should speak much faster at such tense times.

9 Repetition of a particularly nice-sounding word or phrase (such as "heinous manner") is a part of my old storyteller's character and is interesting to the audience as they begin to recognize such words and anticipate their use.

\*\* NOTE, Memo 3119195: Today, I called Delose Conner (801) 544-3376, and asked for permission to publish the story Uncle Charlie in the Pow-Wow book. He gave me permission on the condition that I give him credit. Please note the bibliography at the end of the article. LaMar Nybo

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## THE NOISE

**Author Unknown - adapted by LaMar Nybo**

I will never forget the old Duncan mansion on Main Street. We had to pass it everyday on the way to school. It was an scary old place which stood three stories high and had round towers on each corner. It had been abandoned a few years before I moved to town, so I never knew the family. However, like all good haunted houses, stories flew about the Duncan place.

I vowed I would never go in the place, cause I had a particularly active imagination and knew it would scare me too bad. Calvin my buddy, was inclined to explore and he chose times when he'd be most likely to see a ghost.

One of those days was on Halloween. He and I were walking down the street looking at the mansion. It was cloudy and looked like rain was close at hand. A full moon was just sliding out from behind some clouds and my imagination was running wild. I looked at my watch. Nearly 11:00 PM. We were on our way home from Trick or Treating.

Then I heard it. I could swear that I could hear a rapping noise coming from the old house, but didn't dare mention it to Calvin cause he would think I was a "fradie cat."

But suddenly Calvin said, "Can you hear that?"

"What?" I pretended not to know what he was talking about.

"The rapping noise."

"Can you hear it too?"

"Yeh, I think it's coming from the old mansion. Don't you?"

I tried to put the matter to bed and walk away with the statement, "It is probably a Halloween prank, let's go." But Calvin would not hear of it. He was sure he could hear ghosts and he wanted to check it out. I tried a couple more excuses, even mentioned that we were trespassing and could get thrown in jail, but Calvin was walking down the walk to the porch.

I really hoped the door would be locked and that would be the end of it, but it wasn't. Calvin walked in as though he had lived in the home. I was more cautious. I must have stood at the door for a full minute trying to see what was in the room. What was NOT in the room was much light.

The only light we had was that coming from my Jack-o-lantern. Calvin took the candle out and held it up. Believe me, it didn't help much. Then came the sound again, this time more distinct.

"Yup, there's the rapping noise again, said Calvin, it's coming from upstairs," and off he headed in that direction.

I had NO choice. I had to follow Calvin. But behind every door, down every hall, behind the furniture, I could picture in my mind things moving and I didn't like it. But I really liked Calvin and didn't want to have him drop me as a friend. So I followed.

# Blackhawk Area Council



Every step was painful. And the higher we climbed, the darker the whole place seemed to be. The wood was old and every step set up such a creak in the wood, there was NO way we could sneak up on any ghost or anyone else for that manner.

On the second floor was a long hall with only a window at each end. All the doors were closed. Calvin listened to each of the doors on the left and I listened to each on the right. There was no doubt about it, the rapping noise was getting louder.

Finally, I came to a door, which seemed to have the noise behind it. I told Calvin who immediately opened it. To my chagrin, there was another set of stairs leading further up into the old mansion. Calvin started up. This time, at each step the rapping sounded louder and louder. So did my heart.

At the top of the stairs, was a large room that ran the length and width of the house with only a couple of chimneys stopping the view. The moon shown through the east window slightly. The rest of the room was dark. The rapping was coming from the corner.

As we investigated, we found an old box. It seemed almost like a coffin, but not quite so long. I'm not sure what was making the louder noise, the rapping or my heart. Calvin's curiosity couldn't hold him back. I tried but failed. He had to open the box and see what was in there.

For the first time, I could see that Calvin, although seeming brave, was really shaking quite a bit as well. That made me feel better. He could not open the box alone, so I had to help. The lid started to move with both of us jerking up on it. Finally it was opened and Calvin picked up the candle for a closer look.

There it was, laying there as it had for years! We almost couldn't breathe. A whole coffin full of Christmas WRAPPING PAPER!

# Blackhawk Area Council



## The Butterfly.... (author unknown)

One day a man found a cocoon of a butterfly. When a small opening appeared, he sat and watched the butterfly for several hours as it struggled to force its body through the tiny hole.

Then it seemed to stop making any progress. It had gotten as far as it could and could go no farther.

So the man decided to help the butterfly. He took a pair of scissors and snipped off the remaining bit of the cocoon. The butterfly now emerged easily. But it had a swollen body and small, shriveled wings.

The man continued to watch the butterfly because he expected that, at any moment, the wings would enlarge and expand, to be able to support the body, which would contract in time.

Neither happened! In fact, the butterfly spent the rest of its life crawling around with a swollen body and shriveled wings. It never was able to fly.

The man, in his kindness and haste, did not understand. The restricting cocoon and the struggle required for the butterfly to get through the tiny opening, were nature's way of forcing fluid from the body of the butterfly into its wings, so that it would be ready for flight once it achieved freedom from the cocoon.

Sometimes struggles are exactly what we need in our life. If we were allowed to go through our life without any obstacles, it would cripple us. We would not be as strong as we could have been. And we would never be able to fly....

As you learn and re-learn to fly each day, keep this in mind, . . .Soaring is next!...

# Blackhawk Area Council



## **NOT A TYPICAL EAGLE** **By Renee Hawkley**

The shortest distance between age 8 and David Madsen's goal to become an Eagle Scout would have been in a straight line through the typical childhood he started out with. At 8, he was taller than most Cub Scouts and was a natural at soccer and basketball. He had a thick thatch of blonde, fly-away hair, and was a swim team pacesetter and an "A" student.

Cancer doesn't pay any more attention to a person's goals than it does to age or potential. On December 31, 1982, six weeks after David was diagnosed, Dave and Kathy Madsen held hands across David's hospital bed and thanked God their oldest son was still clinging to a thin thread of life on his ninth birthday.

David's untimely showdown with cancer had included a lo-hour craniotomy to remove the insidious brain tumor, five-day-a-week radiation therapy, constant vomiting, a fight against lung collapse, a bout with pneumonia, five surgeries to install shunts, an permanent intravenous feedings. When he was released from Walter Reed Hospital, in March 1983, his body was little more than a skeleton. (The Madsen's were an Air Force family entitled to admission at Walter Reed.) He had no hair and was semi comatose. The prognosis was simple and bleak: Less than two years to live.

Doctors told Dave and Kathy that David would spend the rest of his life in bed. Perhaps, if he lived long enough and responded well to the coming year of chemotherapy, he might learn to turn over before the end.

What doctors could not have predicted was David's persistent dedication to life and his unswerving acceptance of all its challenges. David's body had been permanently altered. However, his first great victory over cancer gave him and his family courage to tackle the thousands of "little" hurdles ahead.

On May 21, 1989, David Madsen stood at the podium of his Mountain Home, Idaho LDS Church and surveyed the tear-stained faces of proud friends and relatives in the audience. They had gathered to honor him as he achieved the rank of Eagle Scout.

Neither the Boy Scouts of America, nor his family cut him any slack on his trail to Eagle. He hiked every mile, swam every stroke, wrote every line, gave every speech, pitched every tent, tied every knot, and lugged every pack-pack to complete his requirements. But unlike other boys in his troop, David's mind reach the goals first, and his body caught up.

That's the way he delivers his share of newspapers on the family's newspaper route. Step by step. It's the way he shoots the basketball in the driveway. Toss by toss until one finally swishes through the net. It's the way he does mounds of homework on school nights. Letter by letter and number by number, long before his brothers and sisters come in from play and after they have finished their homework and gone to bed.

Some might say David's daily commitment to improvement is due to a miracle or the power of positive thinking or the wonders of modern medicine. Others might say he does it because his father (a lieutenant colonel) and mother are superior role models or because his three brothers and three sisters are supportive. Or they can call it what it took the most of, character.

# Blackhawk Area Council



Most 15-year-old Scouts can rattle off the Scout Law in 10 seconds or less. “A Scout is trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent.” For David, the words don’t come out that fast. He doesn’t stand as tall as the other boys, either. Still, he’s the most admired boy in the troop. He lives the words.

Most Eagles ride the wind, gaining altitude on updrafts of health and vitality. David soars above them in a parallel wind that is fraught with down drafts. He has earned more than the badge of a winner. He has the scars and the soul of one. First published in the Mountain Home News, Mountain Home, Idaho. (Scouting Magazine, March-April 1992)

## ROGER BANNISTER

In 1954, no human had ever run a 4-minute mile in timed competition. In fact, many people were saying that it was impossible -- a barrier which no one could attain. For runners, the prime of life is 19-21 years old. From then on, it’s down hill -- every year, men tend to become slower. Why then should a 25-year-old medical student become prominent as a runner?

You see, he wanted to prove that they were wrong. When he started, he was a good, but not a great runner. But he started running in plowed fields and for long distances to build up his leg strength. But that didn’t prove to be enough.

Roger then started running up-hill in plowed fields. Anything to build both strength, speed and endurance. He would have to basically run full-tilt for the entire mile.

The day to try out his new-found strength and conditioning was a really bad one. There were gale force winds, and the track base was made up of packed cinders -- traditionally very slow. Even worse, it had been raining and so the track was damp and somewhat mushy. This was probably the worst possible condition for a record setting mile run. Slow track, wind, and wet conditions should have meant unusually slow times. But Bannister came determined.

Now all his training came to light. He started off down the track with a great start. Basically, he was running at full tilt. Everyone else who had tried to run at full tilt, would begin to fade after about half the distance.

Virtually no one believed he could keep up the pace. But training makes a difference. So does a goal. A person with focus (a goal), training, a vision, and determination is hard to stop. Such was this day with Roger. He made his goal; Roger did break the 4 minute mile that day. On May 6, 1954, Roger Bannister ran the mile in 3 minutes 59.4 seconds.

Pioneers set the pace. They show it can be done -- others follow. Within 1 year, four other runners broke the 4 minute mile. What was believed to be a physical barrier was only a mental barrier which a runner out of his prime, a runner with focus proved could be broken.

Today, 4 minutes for a mile is considered relatively slow. Virtually all world class runners can break this barrier every time they run.

What does it take to be a pioneer? A vision, a goal, determination, and training. Yes, - talent helps, but many of the runners of Roger’s day were very talented. Most coaches will take a person with a goal and determination over talent on any day! They’re more likely to finish the race no matter what obstacles they face.



# Tiger Cubs

# Blackhawk Area Council

## Notes



# Blackhawk Area Council



## Tiger Cub Program

Wow! I finished kindergarten and now I'm a Tiger Cub! I can earn badges! I wear a uniform! I can make a pinewood derby car! And next summer I can go to day camp and resident camp! Wow!

The purpose of the Boy Scouts of America is to provide an educational program for boys and young adults to build character, to train in the responsibilities of citizenship, and to develop personal fitness.

Since 1930, the Boy Scouts of America has helped younger boys through the Cub Scout program. Cub Scouting is a year-round family program designed for boys who are in first grade through fifth grade (or 7, 8, 9, and 10 years of age).

Families, adult leaders, and organizations use the Cub Scout program because they all share common goals and objectives.

The BSA is a progressive program composed of several program areas. Whether a boy joins at age 7 as a Tiger Cub or age 20 as a Venturer, the aims of the program remain the same. The content of the program is progressive, however, to meet the changing needs of youth at each age level of the Scouting program.

### The Tiger Cub Program

The Tiger Cub program is designed to meet the development needs of first-graders. The Tiger Cub program has adult partners who participate with the boy in all meetings and activities.

Some of the goals of the Tiger Cub program include the following:

- § Family-oriented program with boy and adult partner working together.
- § Inclusion in advancement activities.
- § Simple, unique uniform.
- § Den meeting format allows boys and their adult partners to feel the sense of belonging which comes with a group.
- § Shared leadership prepares adult partners for future leadership position in the pack.

### Tiger Cub Dens

Each Tiger Cub and his adult partner are considered a team, and five to nine Tiger Cub teams form a Tiger Cub den. The program runs on a "shared leadership" model. There is a Tiger Cub den leader who works with a different boy-adult partner team each month to plan the den meeting, the Go See It activity, and the den's part in the pack meeting.

Tiger Cubs and their adult partners should attend four meetings each month:

- § Twice a month they will meet at the host families home or place of choice for a den meeting.
- § Once a month they will take a field trip or outing, which is called a Go See It.
- § Once a month they will attend the Cub Scout pack meeting.

Each den meeting should last no longer than one hour at a time that is convenient for the adult partners and appropriate for a Tiger Cub age boy. Packs with more than one Tiger Cub den should not combine Tiger Cub den meetings, as each den should hold its own den meeting.

# Blackhawk Area Council



## Pack Meetings

Each month, the Tiger Cub den should plan to participate in the pack meeting. The den should prepare a simple song or skit, and the boys should be awarded their advancement recognition at pack meetings.

## Paperwork

1. Tiger Cub Den Record – this form is used to keep a record of members, their meetings, and advancement for the Tiger Cubs.
2. Individual Tiger Cub Record – this form has complete personal data as well as a record of attendance. This form should be given to the Cub Scout den leader when the Tiger Cub enters a Wolf Cub Scout den in the spring.
3. Tiger Cub Advancement Record – this form includes all the information needed for all advancement – earning the Tiger Cub belt totem, achievement activities, the Tiger Track trail, and Bobcat requirements.
4. Tiger Cub Den Advancement Report – this form is used by the Tiger Cub den leader to record advancement for the entire den.
5. Tiger Cub Den Meeting Program – this form is completed by the Tiger Cub den leader and the host team for the two den meetings each month. The *Cub Scout Program Helps* has suggested ideas for these den meetings for each theme for the year.

## Go See It Activities

The month Go See It is an opportunity for the Tiger Cub and his adult partner to learn about his community, nature, and many other things. Some districts have created “Where To Go” booklets listing places which are appropriate to visit and contact information.

Beginning January 1, 2003, someone who has completed Youth Protection training must attend all Go See It tours with the den. Parents as well as den leaders are eligible to attend this important training.

The Tiger Cub den leader should file a Local Tour Permit before each Go See It. They should be filed with the council service center at least two weeks prior to the tour.

Den leaders should also keep a file of the personal health history of each member, adult and Tiger Cub. The form is on the back of the Application to Join a Pack.

Establish a buddy system before leaving. Each Tiger Cub needs to be accompanied by his adult partner and the boys must stay with their partner at all times.

Tiger Cubs should be in uniform. In the event a boy should get separated from the group, his orange shirt will make him easy to spot.

## Activities for Tiger Cubs

- § Academics and Sports – Tiger Cubs are eligible to participate in the Cub Scout Academics and Sports program if their adult partner participates with him. Only youth members, however, are eligible to receive recognition items.
- § Day camp – Tiger Cubs and their adult partners can participate in district and council day camps, fun days, and all other events for Cub Scouts.
- § Pinewood derby – Tiger Cubs, with the help of their adult partners, can make a pinewood derby car and participate in their pack (and council) races.
- § Other race events – Tiger Cubs, along with their adult partners, can also participate in all other pack race events such as the raingutter regatta.
- § Service projects and environmental conservation projects
- § Climbing walls – in gyms or schools which size-appropriate equipment. Boy Scout camp climbing towers, however, are not geared for Cub Scouts and they are not allowed to use these.

# Blackhawk Area Council



## Achieving Positive Behavior

In order for the den meeting to be productive for those involved, it must run smoothly. A good atmosphere is essential in managing boys' behavior. Many times that simply means recognizing and rewarding good behavior.

**Expectations.** Be sure that each boy and his partner understand the purpose of Tiger Cubs and the Cub Scouting program, the advancement system, the structure of the den and pack, as well as the expectations of both the boy and parent in the program. A letter to the parent with a follow-up face-to-face meeting within a couple days of their son becoming a Tiger Cub will help ensure this.

**Den Code of Conduct.** A code of conduct is a list of behavior expectations and consequences if it is broken. The boys, with the den leader's guidance, usually create it. Three or four items will be sufficient and they should be positive – the words "no" and "do not" have no place in a code of conduct. The last rule should be "Have fun!" Suggestions might be the 3 R's: respect for others, responsibility for yourself and your things, reasonable behavior. The boys should sign it and it should be displayed at every den meeting.

**Den Meeting Structure.** Following the den meeting structure as outlined in the *Cub Scout Leader Book*, *Tiger Cub Handbook*, and *Cub Scout Program Helps* will go a long way to making a meeting run smoothly. Every part in the den meeting structure plays a vital role in the success of the meeting.

**Leader/Boy Relationship.** The boys will model what they see, so be a good model by being positive and having a good attitude.

- § Be consistent and fair in all your dealings with the boys. Treat the boys the same when rules are broken.
- § Be a good listener. When a boy wants your attention, look him in the eye. If you are busy, look him in the eye and ask him to wait a minute. Honor his patient waiting by turning to him with your full attention as soon as possible.
- § Give each boy a chance to participate in discussions. When you notice a boy's good behavior, comment! Let him and the others in the den know exactly what you liked. The more specific you are, the more likely communication has taken place and that the activities will be repeated.

## Maintaining Discipline

Here are some time-tested methods to help manage behavior in the den meetings.

- § Use the **Cub Scout sign**.
- § Use a **Good Conduct Candle**. Use the same candle each week. Light the candle at the beginning of the den meeting. The candle burns as long as all den members show good behavior. As soon as the candle burns down, the den is entitled to a special outing or special treat. If one of the boys should misbehave, then the candle must be blown out.
- § **Marble jar**. Use a glass jar so it makes lots of noise when you put a marble in it. Draw a line on the jar (high enough so that it will take the boys six weeks or so to earn enough marbles to fill it to that point). Explain that when the marbles reach the line, the den will get a treat. Drop the marbles in the jar when someone in the den does something good. Make a production out of it.
- § **Talking Stick or Talking Feather**. To encourage one speaker at a time, you might try a "talking stick" – only the person holding the talking stick (or feather) is allowed to speak.

These are just the beginning of ideas. Be creative and come up with others.

# Blackhawk Area Council



## Building Spirit

Build spirit in the Tiger Cub den by having the boys and their partners create a special den yell or cheer.

The den should use the den advancement chart (from the BSA) or make its own. This should be on display at den and pack meetings. Each boy's name should be on it. Place a sticker on the chart for each part of an achievement or elective that is completed.

Use a den doodle. Den doodles can be made by the den and can take any form. The *Cub Scout Leader How-To Book* has several ideas for den doodles, but be creative and let the boys decide what they want. Each boy adds something to the den doodle as he completes the various advancement requirements. The den doodle may also be taken to the pack meetings for display.

## Transition to a Wolf Cub Scout Den

Every Tiger Cub should join a Wolf Cub Scout den at the end of his Tiger Cub year. Most Tiger Cub dens graduate as a den and form a Wolf Cub Scout den. Most Tiger Cubs will have earned the Bobcat badge by the time he is ready for a Cub Scout den.

Use this pack meeting as an opportunity to put on a formal graduation ceremony. Many ceremonies can be adapted from those in the *Cub Scout Ceremonies for Dens and Packs*. Although the book was written before the current Tiger Cub program was written, feel free to adapt the ceremonies to fit your needs. There is no need to wait for a revised book.

## Recognition

When a Tiger Cub graduates to a Wolf Cub Scout den, he should be given a one-year service star with a gold background in recognition of his Tiger Cub tenure.

Boys may also be presented with a graduation certificate – either from national or homemade – to commemorate their time in the Tiger Cub den.





# Webelos Transition

# Blackhawk Area Council



## Notes



## Webelos to Scout Transition

### Resources for Reference

*Webelos Leader Guide*  
*Webelos Scout Book*

*Scoutmaster Handbook*  
*Cub Scout Cycle*

### Introduction

For most troops, getting new Scouts from graduating Webelos Scouts is the biggest source of new members. There are several factors which will affect how many boys will make that transition.

Many Webelos Scouts will go on to Boy Scouting with very little help, but a lot of them need to know more about their opportunities for fun and adventure in a troop.

We also must let him know that he is wanted.

Here are some of the guidelines and thoughts on transition.

### The Plan

- \$ Every graduating Webelos Scout deserves the opportunity to continue his Scouting experience as a member of a Boy Scout troop.
- \$ Bridging the gap between Webelos Scouting and Boy Scouting results in the following:
  - a. Better-prepared and more enthusiastic new members for the troop
  - b. A strong feeling of success for the pack
  - c. Most important, and outstanding new Scouting experience for the boys.

The purposes of the Webelos-to-Scout transition plan are to:

1. Give every Webelos Scout a sampling of troop program, troop leadership, advancement opportunities, and fun and excitement of Boy Scouting.
2. The Webelos badge and Arrow of Light Award introduce him to the basic elements in Scouting skills and the advancement program.
3. Help him learn about the troop through joint den-troop activities.
4. Help him become more confident and enthusiastic about his Scouting future as becomes familiar with the boys and adult leaders in the troop.

### The Den-Troop Partnership

The key factor in the transition process is the establishment of a working **partnership** between the Webelos den and the Boy Scout troop that most of the Webelos Scouts will join.

1. Every Webelos den should be linked with a troop.
2. Upon graduation, the Webelos den can move right into the troop as a new Scout patrol.
3. The partner troop may provide Webelos den chiefs for the pack, as well as assistance in planning and conducting outdoor activities.

# Blackhawk Area Council



## Parent Orientation Conferences

The Webelos Leader Guide and the Scoutmaster Handbook have detailed information about these two meetings.

The Scoutmaster (or assistant Scoutmaster) and the Webelos den leader work together to plan a **parent orientation conference** for all new Webelos Scouts and their parents or guardians. The Cubmaster may also be a part of this conference.

**The first conference should be held in the fall of the Webelos Scout's fourth-grade year.** The conference could be an open house at a troop meeting or a separate meeting. The goal of this conference is to inform parents or guardians how the Webelos Scout program prepares the boy for Boy Scouting. Orientation topics might include:

- § How the Webelos Scout program works
- § How Webelos dens work with Boy Scout troops
- § Participation of family members
- § Cost and dues
- § The patrol method
- § Outdoor and overnight events
- § Troop programs
- § Preparation for graduation
- § Preparation for summer camp

**A second orientation conference should be held in the fall of the fifth-grade year.**

- § Reinforce the den-troop partnership
- § Further information on upcoming troop programs, including summer camp
- § Preparation for graduation
- § **No Webelos Scout should start his fifth-grade year without a clear path ahead of him that leads to a Boy Scout troop.**

## Joint Activities

There are many ways for joint activities to happen.

First, the troop should provide **den chiefs** for every Webelos den. The den chief may become the patrol leader when the Webelos Scouts join the troop and form a "new Scout" patrol. So selection of the den chief should become of primary importance to the troop, rather than selecting someone just because he may be available.

The fifth-grade Webelos den and the troop should hold **several activities together**, including one or two campouts. Other activities might include:

- § Den-troop campouts
- § Attendance at a court of honor (especially an Eagle Court of Honor)
- § Campfire program
- § Day hikes
- § Field trips
- § Good Turn (service) projects
- § Visiting a camporee or district/council Boy Scout event as **daytime** guests of the troop

# Blackhawk Area Council



The result of these joint activities is that the Webelos Scouts learn about the fun of Boy Scouting and get acquainted with **individual members** of the Boy Scout troop. When he joins the troop, he will step into an already familiar and friendly environment.

## The Arrow of Light Award

Webelos Scouts can join a troop after completing the Arrow of Light. Currently, the suggestion from “national” is that **Webelos Scouts graduate in February**, perhaps as part of the pack's blue and gold banquet.

By completing the Arrow of Light Award, a Webelos Scout has learned everything he needs to know to join a troop and can be presented the Scout badge upon joining.

An important element of the Arrow of Light Award is requirement #6:

**After you have completed all five of the above requirements, and after a talk with your Webelos den leader, arrange to visit, with your parent or guardian, a meeting of a Boy Scout troop you think you might like to join. Have a conference with the Scoutmaster. Complete and turn in a “Join Boy Scouting” application to the Scoutmaster during the conference.**

Requirement #6 helps to provide a “seamless” transition to the Boy Scout troop. By holding the Scoutmaster conference before receiving the Arrow of Light, the Webelos Scout has one conference, not two. It gives him a better chance to learn what is expected as a troop member.

## New Scout Conference for Webelos Scouts

This conference should be held a month or two before the Webelos Scout graduates into the troop. The conference is conducted by the Scoutmaster (or assistant Scoutmaster assigned to the new-Scout patrol). It is unhurried and in view of at least one other adult. As with all Scoutmaster conferences, help the boy feel at ease.

The Webelos Scout should be encouraged to set both short- and long-term goals for himself.

Other discussion points might include:

- § Review the Tenderfoot requirements
- § The meaning of the Scout Oath and Law
- § The advancement program
- § Troop camping
- § The patrol method
- § Summer camp

# Blackhawk Area Council



The second part of the new-Scout conference should include the parent or guardian. (Refer to the *Scoutmaster Handbook*).

- § Discuss costs, equipment and uniforms needed, and time involvement.
- § Provide a troop calendar. Highlight upcoming events.
- § Ask what benefits parents/guardians hope their son will gain through Scouting.
- § Describe the advancement program. Give overview of the rank requirements.
- § Discuss educational values of program.
- § Ask them to fill out the Troop Resource Survey Sheet and find out ways they might be able to help.

## Graduation

Planning for the graduation should begin in October. The Cubmaster, Scoutmaster, Webelos den leader, and unit commissioner all have important parts in the planning process.

Note that the Arrow of Light ceremony **is not** a graduation ceremony. It is an advancement ceremony and should be given great thought and planning to make it meaningful. Don't attempt to lump the Arrow of Light ceremony with a graduation ceremony.

The graduation ceremony should be held in February, probably at the pack's blue and gold dinner. Scoutmasters, assistant Scoutmasters, unit commissioners, and den chiefs should all be encouraged to attend and participate in the ceremony.

Some troops present the new Scout with the *Boy Scout Handbook*. Others present a troop neckerchief or other token of the troop.

## Webelos Tracking

Every district needs to have a system to identify and track each fourth- and fifth-grade Webelos Scout. A "Webelos-to-Scout Graduation Tracking" sheet should have been provided to every pack and completed by every Webelos den leader.

Commissioners, Scoutmasters, and Cubmasters should make sure every fifth-grade Webelos Scout has joined a troop and been accounted for. If one has not joined, make every effort to try to find him a troop.

If all else fails, find out why he didn't join any troop. The answer might help troops improve their program or help the district and/or roundtables to help prepare the leaders so that boys don't drop out.

## Summary

Webelos den leaders, working with the Cubmaster, the Scoutmaster(s) of nearby troop(s), and unit commissioners, have an important responsibility in creating a quality program for their Webelos Scouts. The program should include several contacts with one or more troops in order for the Webelos Scouts to see the fun and adventure ahead.



# Webelos Activities

# Blackhawk Area Council



## Notes

# Blackhawk Area Council



## Webelos' Pins Session: Forester, Geology, and Naturalists

*When one hears the name "Merlin" one thinks only of a person who controls great Magic, but also, is the Keeper of worldly and ageless "Knowledge".*

*For the past 100 years, we three apprentices have study long into the nights and into the early mornings - practicing our lessons. Finally we have completed our classes and are ready to share the secrets of the Trees and the Wilderness (Forester, the Earth, and Geology) Your Tutors:*

*Lady of the Trees - Sue Schroepfer*

*Lady of the Wilderness - Linda Bowers*

*Lady of the Earth - Terry Serrano*

*We the graduates of Merlin University - Class of 1205: "Bid You Welcome!"*

### Forester Activities with Lady of the Trees - Sue Schoepfer

#### Measuring Up! (p.30)

Source: "The Kids Nature Book - 365 Indoor/Outdoor Activities and Experiences" by - Susan Milord

Trees are the giants of the plant world, but how just how big are they?

Tallest tree recorded - Redwood (native to California) 360 feet tall.

Simple way to figure the height of trees:

1. Need two Cub Scouts - with one holding a stick (yardstick would do)  
Hold the stick upright from the ground, about 60 feet from the tree.
2. Other Scout - goes another 6 feet behind and lying on the ground - look where the top of the tree come to the stick being held by Scout.
3. Scout lying on the ground tells the other to move his hand up or down the stick, until his hand matches the same spot of top of tree.
4. Equation: Height of tree is equal to 10 times the measurement on the stick.  
Example:  $10 \times 18 \text{ inches} = 180 \text{ feet Tree Height}$

#### "Odd Leaf Out" (Page 101)

Source: "The Kids Nature Book - 365 Indoor/Outdoor Activities and Experiences" by - Susan Milord

To help learn which leaves goes with which trees, consider creating and playing this game. It's a variation of "Old Maid". Note: Have each Webelos create a game of their own and play with their Family. Now you as a Leader have another advancement that can be signed (Family Pin).

#### Materials and What to Do:

1. Large index cards 5 x 7. (Note: Decide before hand how many cards you want in the game. You have to collect two specimens from a tree and only one leaf of a tree for the "Odd Leaf" card. Example 21 cards - need to pick eleven different trees. Collect two leaves from ten trees and one leaf from the eleventh tree)
2. Wax Paper Press with an iron, the leaves between wax paper. This way the leaves will keep their color and shape. (This ideas is the session leaders)

# Blackhawk Area Council



## Forrester Activities

"Odd Leaf Out" - continues:

Materials and What to Do:

3. Scissors To cut the leaves to fit onto the cards.
4. Paste or Glue to paste the cut out waxed leaves onto the index cards
5. Marker To write down the name of the tree onto the index cards.  
Remember - name matches the leaf on the card!  
(Maple Leaf to the words MAPLE TREE on the card)
6. Go get those Leaves! **And remember the information in #1.**

Enjoy playing this Game. Through fun many times Learning takes place.

## Make a Hammock

Source a fellow Scout Leader - David Thomas

Materials Needed:

- 338 6-Pack Rings
- Two 4 foot long hardwood poles
- 16 feet of rope (total of 14) - 3/16 rope
- Two - 2 inch rings welded
- Drill - holes in the hardwood poles - 3 1/2 inches apart

Directions:

To start - you need two big tables or just lay on the floor. You lay the six-pack rings out with them overlapping. It will be like a matrix 13 across and 13 down. Then you start weaving them. The ropes should be marked at the 8 feet with a 4 feet on each end. The six-pack rings are doubled at the 4feet. Hardwood poles must have the holes drilled at least 3 1/2 inches between each hole. Then you have to tie knots on each side of the hardwood and overhand knots will work. Then bring ropes up to the rings and tie them with about the welded rings with 6 bowline knots.

## Nature Activities with the Lady of Earth: Linda Bowers

"Bird Song Bingo" (pp 147 - 149)

Source: "Keepers of the Animals - Native American Stories and Activities for Children" by - Michael J. Caduto and Joseph Brachac

Materials:

1. Two containers (lunch bags, small buckets, etc)
2. Sunflower seeds. The seeds are the markers for the game.
3. Colored pencils or crayons. (Color the pictures at a later time)
4. Photocopy the Bird Song Bingo – page 16 in this section. Copy enough pages for your group and one extra. You have the carefully cut out each picture of the bird and past the individual pictures onto another sheet of paper. Don't forget the free center space as in "Bingo" and also, paste the Birds and Song section to the bingo game. Have to do this for each Scout playing and make them all different. The extra copy - cut the pictures out write or paste on the words "Songs" on the back of the picture, and then place into a container.

# Blackhawk Area Council



## Nature Activities

“ Bird Song Bingo “ - continues:

Rules: 1. Leader closes their eyes and reaches into the container and takes out one picture. Looks at the picture and then calls out the bird's song.

Example: a draw out the picture of the Yellow Warbler and its song is  
”Sweet, sweet. Sweet I'm so sweet”

2. Scouts then mark with sunflower seeds on their bingo sheets.

3. You decide what the winner receives: a Cheer from the Den, Lead in the Pledge for the next meeting, etc.

Note: To prepare for this game, get a record and listen to Songbirds. Ask the Scouts some questions, as why birds sing. Such as: Why do you think Birds Sing? - Are the Birds communicating with only their mates, same Bird Family, or do Birds communicate with other species of Birds? What do you think they are saying? (In Africa it is known that some birds will call out when they see a lion approaching. this not only warns their species, but other birds and animals in the area.)

”Avian Adaptations Match Up” (pp.149 - 151)

Source: ”Keeper of the Animals - Native American Stories and Wildlife Activities for Children” by - Michael J. Caduto and Joseph Bruchac

Materials:

1. Pencils
2. Photocopy ”Avian Adaptations Match Up” on page 17 of this book.
3. Connect the adaptations with the bird silhouette that it describes.  
After game, have a discussion why these adaptations are useful.

“ What's in Nature? “ (Page 59)

Source: “ Birds a& Blooms - Beauty in Your Own Backyard “  
Issue -November 2002, article from a reader.

Mary Reed - Albuquerque, New Mexico

Article states: “ ... picked some of her favorite garden flowers to come up with this fun quiz. Simply match the 12 numbered descriptions in the first column with the letter flower names on the right. For instance, a “ brass twinning flower “ would be a Trumpet Vine. If you can ‘t crack these riddles, the answers are printed bellow.”

### Flower Riddles:

- |                               |                        |
|-------------------------------|------------------------|
| 1. Father John                | A. Forget -Me - Not    |
| 2. Woman morning footwear     | B. Goldenrod           |
| 3. Acapulco Dad               | C. Morning Glory       |
| 4. Chiming Blooms             | D. Foxglove            |
| 5. Precious metal stuff       | E. Butter and Eggs     |
| 6. Apiary Soother             | F. Jack-in the -Pulpit |
| 7. Breakfast staple           | G. Hens and Chicks     |
| 8. One to remember            | H. Bellflower          |
| 9. Campfire treats            | I. Mexican Poppy       |
| 10. Barnyard birds and babies | J. Bee Balm            |
| 11. A sly creature's mitten   | K. Lady' Slipper       |
| 12. Dawn's beauty             | L. Marsh Mallow        |

# Blackhawk Area Council



## Nature Activities

"Flower Riddles" - continues:

Answers: 1F, 2K, 3I, 4H, 5B, 5J, 7E, 8A, 9L, 10G, 11D, and 12C.

Note: Since some of these flowers are not local ones, have pictures to help identify.  
Or be creative and make your own riddles with our local flowers.

## Catch a Milkweed Seed (page 108 #6)

Source: " The Kids Nature Book - 365 Indoor/Outdoor Activities and Experiences " by Susan Milord

Quoted directly from the book:

" Milkweed growing in meadows and along roadsides (see June 23) is getting ready to disperse their seeds. When the time is right, each pod will split open to release hundreds of flat seeds topped with silky white tufts. Each turf unfurls and functions like a tiny parachute, carrying its precious cargo aloft on the slightest breeze. Can you catch a seed in flight? If you can, make a wish and then release the seed. If it continues on its airborne way, your wish will come true!

Before the seeds are fully mature, you can see how they are arranged within the pods. Split open a pod, and pull out what some people call the "fish", the tight bundle of overlapping seeds that look like a scaly fish. Can you believe how many seeds are packed in there?

If you wait for the seeds to disperse naturally, you can use the dry pod halves to make little canoes. They are just the perfect shape and size to launch on a puddle or slow-moving stream. "

One reason for studying about the Milkweed is its' usefulness to a special insect. I am talking about the Illinois State Insect - the Monarch Butterfly. The plant is the life source for this creature. And many times our State and ordinary citizens will destroy this plant. why? Because it is consider a weed. But, if this plant is completely destroyed, so will be the Monarch. Consider study about our State Insect - the Monarch. Learn about it growth and that is migrates. A good source is the book titled: " The Great Butterfly Hunt - the Mystery of the Migrating Monarch " by Ethan Herberman.

## How Do You Measure up to a Golden Eagle?

Source: Measurements were taken by Terry Serrano and a Golden Eagle on display.  
from her Father's Earth Science class. 1960's

DO: Find information about Eagles. Both the Golden and Bald Eagles live in this region. Learn how to identify them by their colors, flight silhouettes, habitats, what they eat, and most important - how to help them survive. But many times, the question of "Just how big are they?" - comes up. So by measuring on and cutting string to match the lengths - a comparison could be made. Between an Eagle and a person.

The following are the measurements of a Golden Eagle:

Beak to Tail" 36 1/2 inches long One Wing: 40 inches long Leg : 7 1/2 inches  
Both wings across the body: 85 inches long Middle Talon: 3 1/2 inches  
Remember to cut string for measurements of a Webelos Scout to compare:  
arm, arms stretched out wide, finger, and a leg.

# Blackhawk Area Council



## Geology Activities with the Lady of the Earth - Terry Serrano

### Identification of Specimens (pp. 13 -21)

Source: "Rocks and Minerals" by: Golden Nature Guide

Identifying a specimen is sometimes difficult, especially when this field of science is not even a hobby of yours. The following will give you some ideas on what to look at in identifying a piece that you have. And remember - have a Rock and Mineral Book in hand. Characteristics:

Color: can be a deciding factor in only some specimens ' Sulfur is yellow!. But majority of the time, no. Example: Quartz can be clear, pink, purple, black, etc.

Luster: how specimens reflect lights. It is either a Metallic Luster ' shines like a piece of metal. Or Non-Metallic Luster ' it does not look like metal. Examples of appearances dull wax, pearly, glassy, greasy, etc.

Streak: the color left behind when a specimen is rubbed ONCE across the surface of A Streak Stone. A Streak Stone is a piece of unglazed porcelain. NOTE -a specimen that has a Metallic Luster will give a dark colored streak. A Non-Metallic Luster specimen will give no color to white streak. And a specimen with Hardness above seven will leave no streak because it is cutting into the streak stone.

Cleavage and Fracture: this is how a specimen breaks. Cleavage means it breaks on a flat plain - Mica and Fluorite. Fracture means an even jagged break. But there is one Fracture that is unique - Conchoidal. This looks like the inside of clamshell - curves. Example - Obsidian.

Hardness: is the resistance to be scratched. It would be a good idea to pick up a Hardness Rock Scale Kit. The kit will contain all the materials and information needed to understand how to use it. The scale was created by Dr. Mohs. He discovered the softness and hardness of samples then created this scale for identification. Remember the first one is the softest and #2 will scratch #1, #3 will scratch #2 and #1, etc)

#### The Scale:

1. Talc
2. Gypsum
3. Calcite
4. Fluorite
5. Apatite
6. Feldspar
7. Quartz
8. Topaz
9. Corundum
10. Diamond

#### The test in the Field:

- A fingernail can scratch specimens with hardness of #1 to #3
- A penny will scratch specimens with hardness of #3 to #4.
- A knife blade will scratch specimens of a hardness of #4 to #6.
- A steel file will scratch specimens with a hardness of #7 and above.

Note: if the above items listed are scratched by the specimen the hardness is above #7.

# Blackhawk Area Council



## Geology Activities

"Identification of Specimens" - continues:

Families: this term relates on how the specimens were created or formed.

There are three Families of Rocks: Sedimentary, Igneous, and Metamorphic.

**Igneous Rock**: these are the first rocks formed and the oldest of all rocks. These rocks are formed from the hot magma and the different degrees of cooling of the magma. These rocks appear very smooth/ glassy or the opposite of very rough and porous -like a sponge. (Obsidian, Granite, Basalt)

**Sedimentary Rock**: formed by the layering of sediments deposited by water, wind glaciers, etc. Some characteristics seen in these rocks ' layers, ripple marks, mud cracks, mixture of different pieces, fossil molds and fossils. (Sandstone, Limestone, Shale)

**Metamorphic Rock**: formed by the changing of Igneous and Sedimentary Rocks. The changing factors are extreme heat and pressure. (Coal to Diamond, Sandstone to Quartz, Limestone to Marble, Shale to Slate)

There are more characteristics that one can use, like Crystals, Specific Gravity, Ultraviolet Light reaction, Heat Properties, etc. But the listed ones will be a good start for you to try your hand at identification. Think of yourself as Sherlock Holms and your are taking on the case of What is It? Use the clues and find the answer.  
Good Luck - detective.

Specimen Identification Game - created by Terry Serrano

It a set of Riddles. The Leader can ask a question and the select a Scout to answer. You can even set up teams and the teams work on the answer together. This way no Scout is made to feel unsure and afraid to answer. Some of the Riddles:

1. You can eat me. I'm white in color and you shake me on your food.  
What am I? (salt)
2. You drill deep for me into the Earth and I am a black thick liquid. I am use in car engines. What am I? (oil)
3. I am a metal and mined. I am used in electrical wires, hot water pipes, and I have been made into a coin - the Penny. What am I? (copper)
4. Glass is made from me and I cover the beaches. What am I? (sand)
5. I am a shiny gray colored and I am used to line x-ray aprons. Superman can not see through me. What am I? (lead)
6. I am a mineral. I am number nine on the Hardness Scale and I am a specific building agent for lasers. What am I? (corundum)

# Blackhawk Area Council



## Geology Activities

### Identification of Specimens" - continues:

7. I am an Igneous Rock. Very porous and I float. Lava soap is made with me What am I? (pumice)
8. I am a mineral. I am always the color of YELLOW. I am used in medications, because it can kill infections. When I am burned - I smell like eggs  
What am I? (sulfur)
9. I am used to create drywall and to make cast for a broken arm, leg.  
What am I? (gypsum)
10. I am used in building materials for siding for houses. windowsills, and especially for the recyclable soda pop cans. What am I? (aluminum)
11. I am the softest of all specimens and I am used in the making of fine bath and baby powders. What am I? (talc)
12. I am the Illinois State Mineral/ Rock. I am fourth on the hardness scale and I am use in toothpaste - I help to prevent cavities. What am I? (Fluorite)

rotten  
 and man

CHALLENGE - Create some of your own! And on page 22 of this section there are other uses of minerals with our everyday life. (Pages from the Burpee Museum of Natural History)

If you need some other ideas to teach Geology:  
contact a Rock Collecting Club for a speaker  
visit an Business that uses geological minerals  
have a Contractor speak  
visit a Museum and talk with their Geologist / Paleontologist.

### Create Stalagmites and Stalactites (p.88)

Source: "The Kids' Nature Book 365 Indoor/Outdoor Activities and Experiences"  
by: Susan Milord

Stalagmites and stalactites are formed over thousand of years and found in caves. They are created when calcium-rich ground water mixes with carbon dioxide in the air. AS the milky-colored combination drips from the ceiling, small bits of calcium carbonate cling there and forming the stalactites. At the same time, the drops of water fall to the floor of the cave - evaporating and leaving deposits, forming the stalagmites.

Make your own: materials needed -

two small mayo jars  
lots of baking soda  
string

heavy nails, bolts, or washer  
water  
plate

# Blackhawk Area Council



## Geology Activities

### "Create Stalagmites and Stalactites" - continues:

Do: Fill the two jars with warm water and then add baking soda until no more can be dissolved. Tie the weights (nails, etc) at each end of the wet string. Place each end into the jars. Place a plate between the jars, under the string. In a few days, check on the jars. What is happening?

Makes a Seismograph: (pp. 28 - 29)

Source: "Geology Crafts for Kids - 50 Nifty Projects to Explore the Marvels of Planet Earth"

by - Alan Anderson, Gwen Diehn, and Terry Krautwurst

Seismograph is the machine used to measure the intensity of an Earthquake or in other words "the vibrations that occur naturally in the Earth's crust".

Create one in your Den, You will need:

1. Sturdy cardboard box that is 8 by 8 by 11 inches (20 by 20 by 28 cm) or slightly bigger.
2. Two pieces of Heavy String - each two feet long (61 cm)
3. Scissors
4. Brick - one with two hole already in it
5. Awl or large nail
6. Small block of wood. about 1 by 2 by 3 inches ( 2.54 by 5 by 8cm)
7. Several sheets of typing paper or coping paper
8. Glue Stick
9. Heavy-duty tape ' Duct Tape!
10. Three rubber bands
11. Pencil with soft lead ( #2) or a stick of vine charcoal - sold at art-supply shop)

How to Make: (totally quoted form the Book)

1. Place the box on its side on a table. Tuck in the side and top laps to strengthen the box. Folds out the bottom flap to form a tray to catch the paper.
2. Tie one string to each side of the brick. If the brick has holes in it, you can tie the strings through the holes in the brick. Tie double knots.
3. Punch two holes, about 4 inches (10 cm) apart, in the center of the box. See diagram #1.
4. Push the ends of each string through the holes you have poked. You may need to push them first through the holes in the flaps, then through the holes in the actual box. Then, with the brick resting on the bottom of the box, tie the strings together on the top of the box. Pull the strings tight enough so that there is no slack, and tie a double knot.
5. Slide the block of wood under the knot of the string to lift the brick off the bottom of the box. Adjust the string so that the brick hangs evenly. See diagram #2.

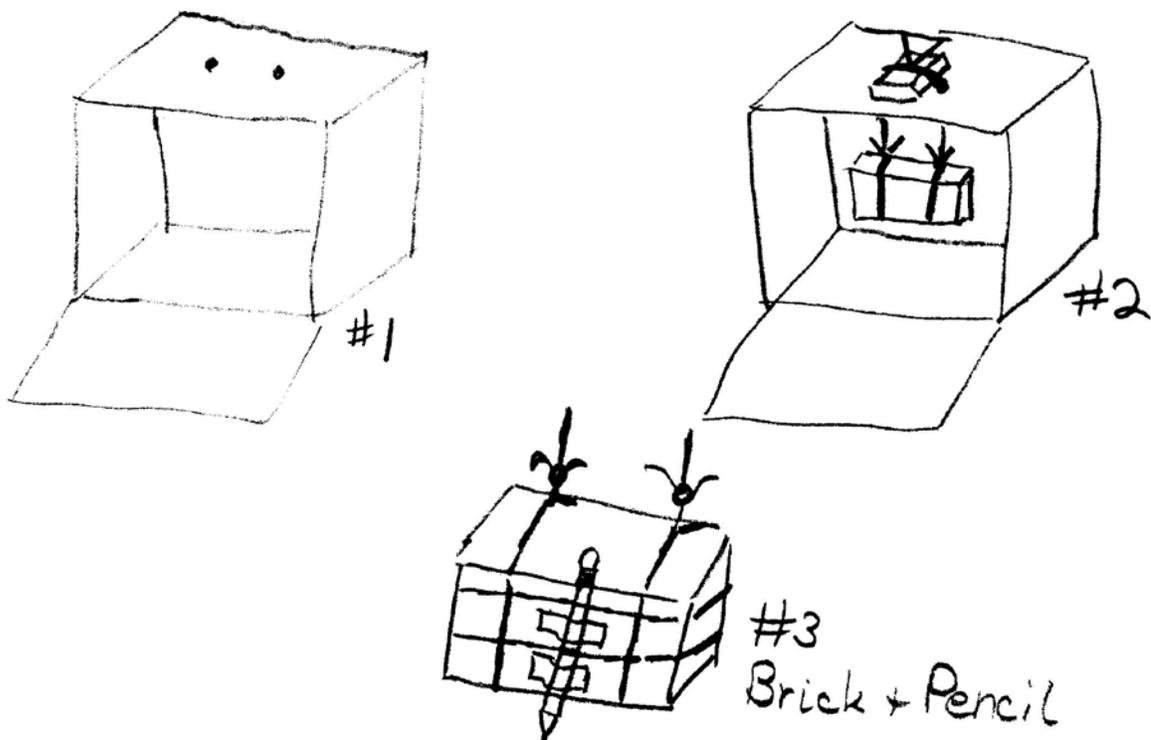
# Blackhawk Area Council



## Geology Activities

"Make a Seismograph" - continues:

6. Cut sheets of paper in half and glue them together end to end so that you have a long sheet of paper. You can make this sheet as long as you want, but be sure to make it at least 3 feet (91 cm) long. Roll up the paper when the glue is dry.
7. Slip the roll of paper behind the brick so that the leading edge of paper is on the bottom of the box. Pull out the edge of the paper until it reaches the end of the front flap of cardboard.
8. Use tape and rubber bands to attach the pencil or charcoal to the front flat side of the brick. Make sure that the point comes in contact with the paper so that it can make a mark when the paper is pulled under the brick. Test it out before taping the pencil in position. This is the trickiest part of this project. The pencil must strike the paper hard enough to make a mark, but not so hard as to catch the paper and keep it from being pulled through. You may need to try several different kinds of pencils or charcoal and adjust each several times before you find one that works. Use the rubber bands to hold the pencil or charcoal while you are adjusting it. Once you have found the right position. Tape it in place. (See diagram #3)
9. Place the seismograph on a small table, such as a kitchen table or a coffee table. Ask a friend to cause a table-quake by shaking one of the legs of the table while you slowly pull the paper under the pencil. Pull evenly, and watch your seismograph record the quake. Try different kinds and speeds of shaking and see what results you get.



# Blackhawk Area Council



## **IMPORTANT!**

During the year - many of your activities for Webelos will be outside.

**ALWAYS CHECK THE WEATHER!**

**ESPECIALLY THE WINTER MONTHS!**

Wind Chill Factor Chart: (page 118 #10)

Source: "The Kids Nature Book - 365 Indoor/Outdoor Activities and Experiences" by Susan Milord

## **Keep this in mind**

Tack a copy of this chart up by the coat rack as a reminder to button up when there's a breeze!

### **Wind Chill Factor Chart**

**Air Temperature in °F**

<b>Wind speed in mph</b>	<b>35</b>	<b>30</b>	<b>25</b>	<b>20</b>	<b>15</b>	<b>10</b>	<b>5</b>	<b>0</b>	<b>-5</b>	<b>-10</b>
<b>5</b>	33	26	21	16	12	7	1	-6	-11	-15
<b>10</b>	21	16	9	2	-2	-9	-15	-22	-27	-31
<b>15</b>	16	11	1	-6	-11	-18	-25	-33	-40	-45
<b>20</b>	12	3	-4	-9	-17	-24	-32	-40	-46	-52
<b>25</b>	7	0	-7	-15	-22	-29	-37	-45	-52	-58
<b>30</b>	5	-2	-11	-18	-26	-33	-41	-49	-56	-63

### **List of Places to Contact**

Note: Places of interest are listing of area local sites. Contact your areas Park District for listing of possible places to take your Webelos Scouts.

Rockford Park District  
History  
1401 North Second Street  
Rockford, Illinois 61107  
815 - 987 - 8800  
www.rockfordparks.org  
Youth Recreation Department:  
Julius Rankins

Burpee Museum of Natural  
737 North Main Street  
Rockford, Illinois 61103  
815 - 965 - 3433  
www.burpee.org  
Educational Department:  
Shelia Rawlings  
Jill Hertzling  
jill.hertzling@burpee.org

# Blackhawk Area Council



## List of Area Contacts

Atwood Park Outdoor Educational Department  
2685 New Milford School Road  
Rockford, Illinois 61109  
815 - 874 - 7576  
[www.rockfordparks.org](http://www.rockfordparks.org)  
Educational Department:  
Katie Townsend  
Paul Woodin - Birds of Prey Program

Severson Dells - Winnebago County Forest Preserve  
8786 Montague Road  
Rockford, Illinois 61102  
[www.seversondells.org](http://www.seversondells.org)  
815 - 335 - 2915  
Educational Director:  
Don Miller  
Richard Benning - Youth Educational Coordinator

Regional Environmental Center - "Double Eagle 2 Nature Center"  
Pecatonica Forest Preserve  
11260 Brick School Road  
Pecatonica, Illinois 61063  
815 - 239 - 1762  
no web  
Director: Dave Kostka

Boone County Conservation District  
603 Appleton Road  
Belvidere, Illinois 61008  
815 - 547 - 7935  
[www.boonecountyconservationdistrict.org](http://www.boonecountyconservationdistrict.org)  
Educational Director:  
Tim Craig

Byron Museum District  
106 North Union  
PO Box 186  
Byron, Illinois 61010-0186  
815 - 234 - 5031  
[www.byronmuseum.org](http://www.byronmuseum.org)  
Educational Director:  
Dawn Johnson

Midway Village Museum  
6799 Guilford Road  
Rockford, Illinois 61107  
815 - 397 - 9112  
[www.rockfordparks.org](http://www.rockfordparks.org)  
Educational Department:  
Tari Rowlen ext. 122

Discovery Center Museum  
711 North Main Street  
Rockford, Illinois 61103  
815 - 963 - 9599  
[www.rockfordparks.org](http://www.rockfordparks.org)

# Blackhawk Area Council



## List of Area Contacts:

Home Depot  
6930 Argus Drive  
Rockford, Illinois 61107  
815 - 391 - 8880

Kids Work Shop:  
Steve Frey

note: contact your local Home Depot  
for activities: Kids Workshop  
(Bird House, etc.)

Klehm Arboretum  
2701 Clifton Avenue  
Rockford, Illinois 61102  
www.klehm.org

Wildlife Rehabilitation Education Center - "Hoo Haven"  
PO Box 594  
Durand, Illinois 61024  
815 - 629 - 2212  
www.hoohaven.org

Macktown Restoration Foundation  
2221 Freeport Road  
Rockton, Illinois 61024  
815 - 624 - 4200

Four Rivers Environmental Coalition  
815 - 877 - 6100  
book containing area programs/events

## List of Books Sources

"Easy Costumes - you don't have to sew"  
by : Goldie Taub Chernoff

"Adventures with Rocks and Minerals - Geology Experiments for Young People"  
by: Lloyd H. Barrow

"A Thematic Unit About:  
Plains Indians  
Southwest Indians  
Woodland Indians  
Northwest Indians"  
by: Evan-Moor Educational Publishers

"100 Reproducible Activities - Earth Science Grades 5 - 8 (IF8755)"  
by: Instructional Fair, Inc. - Grand Rapids, Michigan

"Science Activity Book - Rocks, Minerals, & Fossils Grade 5 - 8 (CD-1808)"  
by: Mark Twain Media/Carson-Dellosa Publishing Company, Inc.

"Birds & Blooms - November 2002" Magazine  
by: Reiman Publications

# Blackhawk Area Council



## List of Books:

“ The Great Butterfly Hunt - the Mystery of the Migrating Monarchs:  
by: Ethan Herberman

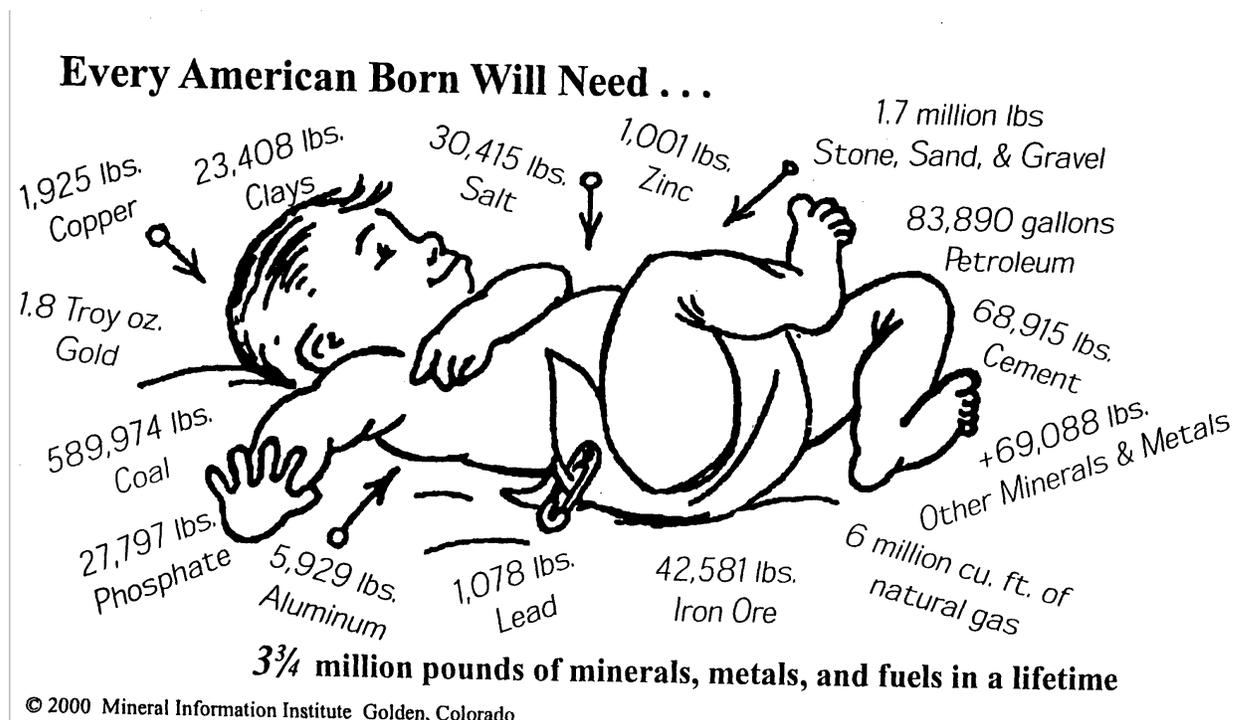
“Geology Crafts for Kids - 50 Nifty Projects to Explore the Marvels of Planet Earth”  
by: Alan Anderson, Gwen Diehn, and Terry Krautwurst

“The Kids Nature Book - 395 Indoor/Outdoor Activities & Experiences”  
by: Susan Milord

“Rocks and Minerals - a guide to minerals, gems, and rocks”  
Golden Nature Guide by: Western Publishing Company

“Fossils - a guide to prehistoric life”  
Golden Nature Guide by: Western Publishing Company

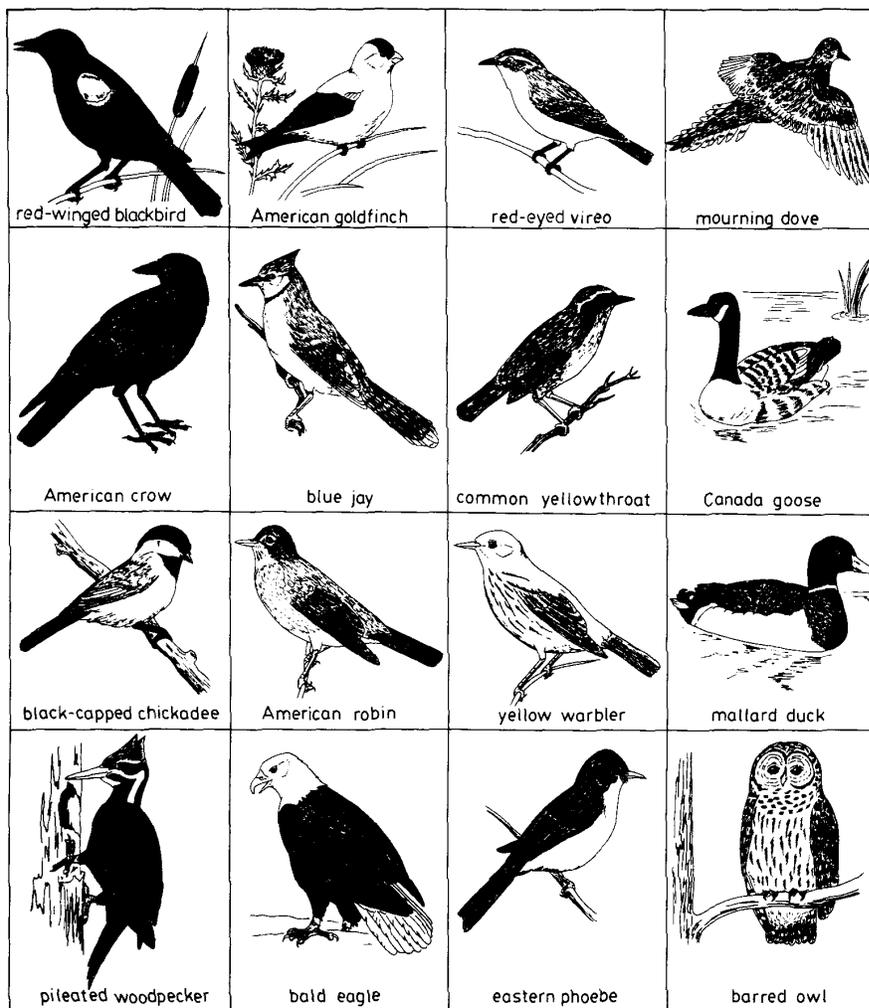
Other Ideas: Natural Dyes and try to use the dyes to color a shirt, uses of different plants from nature - like “Stinging Nettles”, go Bird Watching - check out Color Sand at Sugar River Forest Preserve and help to catch the Birds, go on a fossil dig - check with the Burpee Museum. etc. And Leaders go onto the Internet. Enter a subject that you are looking for and it will provide you with so much information - beware of “brain freeze” just so much to pick from - your brain just freezes up. Suggest a good cup of coffee and a dose of chocolate to break the freeze. Have fun with your Webelos.



# Blackhawk Area Council



• KEEPERS OF THE ANIMALS •

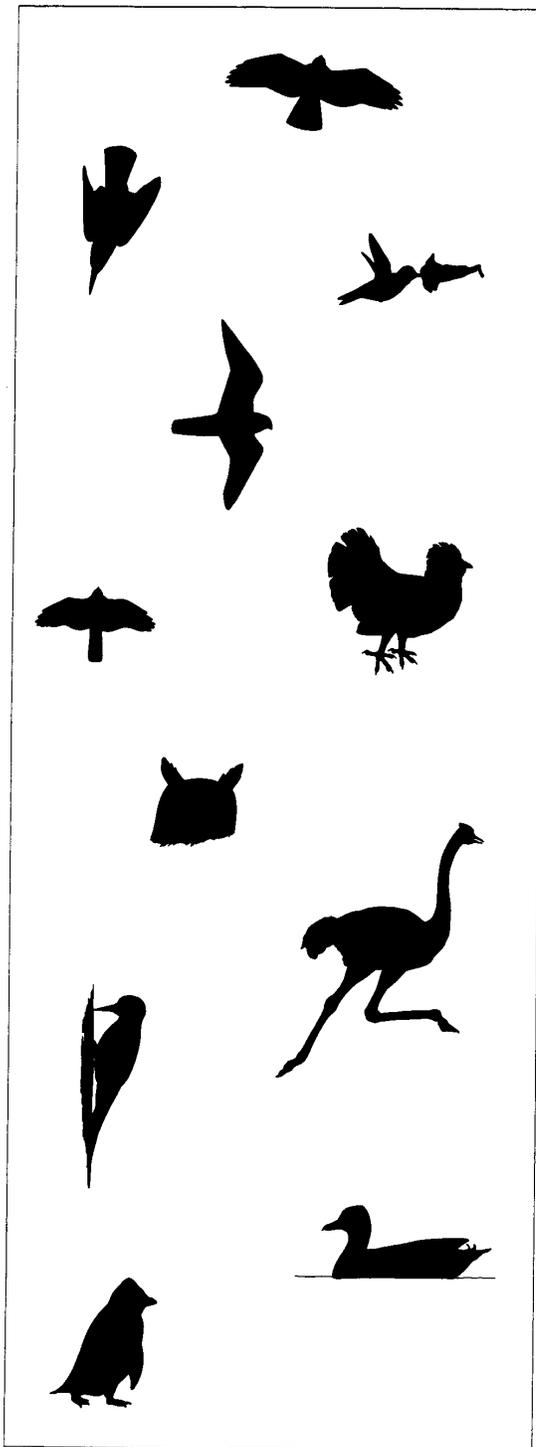


BIRD	SONG	BIRD	SONG
• black-capped chickadee	"chick-a-dee-dee-dee"	• American crow	"CAW, CAW, CAW"
• Canada goose	"honk, honk, honk"	• American robin	"cheerily, cheer-UP-CHEERlo"
• mallard duck	"quack, quack, quack"	• red-eyed vireo	"going UP, COMING down"
• bald eagle	"kak, kak, kak"	• common yellowthroat	"wicity, wicity, wicity, wich"
• mourning dove	"whoooooo-who-who-who"	• yellow warbler	"sweet sweet SWEET I'm so SWEET"
• barred owl	"who cooks for You- who cooks for YOU all!"	• red-winged blackbird	"conk-la-REE!"
• pileated woodpecker	"CUCK, CUCK, CUCK-CUCK!"	• American goldfinch	"per-chickory, per-chickory"
• eastern phoebe	"FEE-bee"		
• blue jay	"JAY, JAY, JAY"		

Figure 12-4. a. Bingo card bird illustrations for "Bird Song Bingo." b. Bird names and matching songs for "Bird Song Bingo."



• KEEPERS OF THE ANIMALS •



## Avian Adaptations Match-Up

Connect the adaptation with the bird silhouette that it describes.

- Long, pointed wings help this bird to be a fast flyer.
- Here is a bird diving fast toward the water to catch a fish.
- Flying around trees and bushes is easier with this bird's short, broad wings.
- This bird has long, broad wings for soaring.
- Stiff tail feathers help this bird to stay upright on tree trunks.
- The wings on this bird move so fast that they're just a blur.
- It is easy for this bird to swim because its body is shaped like the hull of a boat.
- A strutting posture and fanned tail tell you that this bird is trying to attract a mate.
- As this bird runs along it uses its wings for balance.
- This bird can't fly, but it can use its wings as flippers to swim underwater.
- The "ears" on this bird's head are really made out of feathers.

Figure 12-5. Avian Adaptations Match-Up.



• WHY POSSUM HAS A NAKED TAIL •

### City Animal Search

Directions: Place a mark next to each of the animals and items found. Take time to observe each discovery and have fun. Do not worry about trying to see everything. Draw pictures of the animals and their homes on the index cards.

Find an animal that:

<ul style="list-style-type: none"> <li><input type="checkbox"/> has six legs</li> <li><input type="checkbox"/> has two legs</li> <li><input type="checkbox"/> has no legs</li> <li><input type="checkbox"/> has eight legs</li> <li><input type="checkbox"/> has more than eight legs</li> <li><input type="checkbox"/> has two wings</li> <li><input type="checkbox"/> has four wings (two pairs of wings)</li> <li><input type="checkbox"/> has two eyes</li> <li><input type="checkbox"/> has more than two eyes (write the number of eyes here ___)</li> <li><input type="checkbox"/> has antennae</li> <li><input type="checkbox"/> can walk</li> <li><input type="checkbox"/> has ears</li> <li><input type="checkbox"/> can fly</li> <li><input type="checkbox"/> has a tongue</li> <li><input type="checkbox"/> has a nose</li> <li><input type="checkbox"/> has lips</li> <li><input type="checkbox"/> can crawl</li> <li><input type="checkbox"/> lives on a wall</li> <li><input type="checkbox"/> lives in a crack of the sidewalk</li> <li><input type="checkbox"/> lives in the grass</li> <li><input type="checkbox"/> lives on the tree's bark</li> <li><input type="checkbox"/> lives up high in a tree</li> <li><input type="checkbox"/> lives in a house</li> <li><input type="checkbox"/> lives under the eaves of a roof</li> <li><input type="checkbox"/> lives in a chimney</li> <li><input type="checkbox"/> lives on a flower</li> <li><input type="checkbox"/> is native to this land</li> <li><input type="checkbox"/> came originally from another country and was introduced here</li> <li><input type="checkbox"/> eats leaves</li> <li><input type="checkbox"/> eats grass</li> <li><input type="checkbox"/> eats insects</li> <li><input type="checkbox"/> eats other animals</li> <li><input type="checkbox"/> eats seeds</li> <li><input type="checkbox"/> is eaten by other animals</li> <li><input type="checkbox"/> eats nuts</li> <li><input type="checkbox"/> bites people</li> <li><input type="checkbox"/> has a bushy tail</li> <li><input type="checkbox"/> is cute</li> <li><input type="checkbox"/> is not so cute</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> you like (write down why you like it here and what the animal is): _____ _____</li> <li><input type="checkbox"/> you do not like (describe why not here and what it is): _____ _____</li> <li><input type="checkbox"/> you neither like nor dislike (tell what it is here): _____</li> <li><input type="checkbox"/> has paws</li> <li><input type="checkbox"/> has claws</li> <li><input type="checkbox"/> has fur</li> <li><input type="checkbox"/> has feathers</li> <li><input type="checkbox"/> has naked skin</li> <li><input type="checkbox"/> has a hard shell</li> <li><input type="checkbox"/> is tiny</li> <li><input type="checkbox"/> is large</li> <li><input type="checkbox"/> is medium-sized</li> <li><input type="checkbox"/> is someone's pet</li> </ul> <p>Find some threats to animals that make their lives dangerous:</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> a car, bus or other form of moving vehicle</li> <li><input type="checkbox"/> litter</li> <li><input type="checkbox"/> water pollution</li> <li><input type="checkbox"/> dirty air</li> <li><input type="checkbox"/> dogs</li> <li><input type="checkbox"/> cats</li> <li><input type="checkbox"/> poison</li> <li><input type="checkbox"/> traps</li> </ul> <p>Find a source of water for animals: _____</p>
--	--

Figure 14-4. City Animal Search.



• KEEPERS OF THE ANIMALS •

animals and a sad testament to what human beings have done to push those animals to the brink. It is only when an animal is experienced free and wild in its native home that it is seen whole as the animal that it truly is.

The song of the bird in the open tree is the one that brings true music to the ear, while that of the one in the cage is but a sad imitation. The one brings to its song something of the wide expanse of the sky, the voice of the wind, the sound of water; the other's song can be only the song of captivity, of the bars that limit freedom, and the pain that is in the heart.<sup>9</sup>

—Old Keyam  
*Voices of the Plains Cree*

## QUESTIONS

1. What does an animal need to live close to people in a city, town or suburb?
2. How does a specific animal, such as an American robin, meet its specific needs for food, water and shelter in the city?
3. What are some animals that you can think of who live in cities and towns? Where did those animals come from?
4. What does it mean to say that an animal, such as a pigeon, is an "alien" from another country? Can you name some city animals that came from other lands? How did they get here to North America?
5. Are city animals as important to the web of life on Earth as animals that live in the wild? Why or why not?
6. Which are your favorite city animals? Which are your least favorite? (See the "Discussion" for examples.) Why do you like or dislike each of these animals?
7. How and why does a wild animal like the gray squirrel end up living in a city?
8. Why do you think that opossum has a naked tail? Why does it pretend it is dead or "play possum" sometimes? How does it do this?
9. What are some of the threats and dangers that animals face in the city?
10. How could you help to take care of animals of the city and suburb?
11. Have you ever been to a zoo? What animals do you remember seeing there?
12. Did you or do you like zoos? Why? Why not? How do you feel seeing animals in a zoo?
13. Where did the animals living in zoos come from?
14. Zoos are helping endangered species today. Can you think of how they are doing so? Is it good for animals to live in zoos?
15. If an animal can live in a zoo, does that mean it does not need or want to live in the wild?

## ACTIVITIES

### City Animal Search



**ACTIVITY:** Go on a walk to search for and observe some animals and the conditions they live under in your neighborhood.

**GOALS:** Understand which animals live nearby in the city, where they live and how they survive in that environment.

**AGE:** Younger children and older children

**MATERIALS:** Copies of "City Animal Search" (Figure 14-4), pencils, cardboard backings or clipboards to write on, hand lenses, index cards.

**PROCEDURE:** Beforehand, scout out the area(s) where you will lead this activity and look for some specific animals or animal signs that children may be expected to find. Add these to the "City Animal Search."

*Note:* This activity is to be conducted under the close supervision of adults, during daylight hours, and in areas known to be relatively "safe," such as a public park, residential street, school yard or large vacant lot. The children are to stay close to an adult at all times. A ratio of one adult per two or three children is recommended.

Once you have gathered the children together, ask them some questions about the wildlife they may expect to find: What kinds of animals live in our neighborhood? Can you name some you would expect to find? What kinds of food do they eat? Where do they live—in what sort of shelter? What kinds of threats do they face, such as predators, disease, food shortages, etc.?

See the "Discussion" section in this chapter for descriptions of many urban and suburban animals. Here is a partial list of some of the common, well-known ones:

- gray squirrel
- fox squirrel
- red squirrel
- chipmunk
- raccoon
- house sparrow
- pigeon
- starling
- American robin
- mockingbird
- gull
- nighthawk
- toad
- fly
- mice (white-footed, deer and house mice)
- rats (Norway rat, black rat and woodrat)
- bullfrog
- green frog
- bumblebee
- honeybee
- yellow jacket
- wasp
- carpenter and other ants
- cricket
- earthworm
- sunfish



• WHY POSSUM HAS A NAKED TAIL •

Seeking Shelter	
Rural Animal Shelter	Urban Animal Shelter
dense shrub	gravel rooftop
hollow tree	chimney
underground	attic
cave	mattress
under a rock	a flower in someone's flower bed
hollow log	ivy growing up a wall
crack in tree bark	space under a porch
tree branches	duck pond in a park
among tree roots	basement
gravelly riverbed	insulation in attic or walls in a wall of a house
crotch of tree branches	stone wall
bed of pine needles	under the eaves of a roof
on top of the ground	bushes in someone's yard
underside of leaves	garbage dump
field grasses	crack in a cement wall
stone wall	soil in a vacant lot
pond or marsh	in a drain pipe
on a flower	under a loose piece of sidewalk or a loose brick
	trees in a vacant lot
	a television antenna
	on the crosspole on top of a telephone pole
	weeds in a vacant lot
	crack in a sidewalk

Figure 14-5. Seeking Shelter.

- praying mantis
- butterfly
- bat
- woodpecker
- mallard duck
- horned pout (catfish)
- carp
- spider
- garter snake
- mosquito

Now divide the group up and assign two or three children to each adult leader. Pass out one copy of the "City Animal Search" sheets (Figure 14-4) to each group along with pencils, hand lenses and index cards. Once you have oriented them to the activity, emphasizing that the goal is to observe and leave the animals in their own homes, send the groups off on their excursions.

Gather the small groups together in about 20 minutes

and have them take turns sharing their findings with the entire group. Have the small groups lead everyone over to see any particularly exciting findings, such as a spider in its web, a praying mantis, a toad or a colony of ants.

## City Animal Survey



**ACTIVITY:** Conduct a simple survey in your neighborhood of people's attitudes toward animals.

**GOALS:** Discover which animals are more or less well liked than others, why this is so and how and where people interact with animals.

**AGE:** Older children

**MATERIALS:** Copies of "City Animal Survey," pencils, cardboard backings or clipboards to write upon, chalkboard and chalk or newsprint and felt-tipped markers.

**PROCEDURE:** *Note:* This activity is to be conducted under the close supervision of adults. Children and adults will work in groups as in "City Animal Search," with one adult accompanying each group of two or three children at all times. The object is to complete the "City Animal Survey" during daylight hours along the streets in a safe part of your neighborhood or in a convenient place, such as a shopping mall. Malls are good locations because many of the people there are just passing time and may be willing to answer a few questions to help out. Places like supermarkets, where people are usually in a hurry to finish their shopping, are not good locations for this survey. *Get permission beforehand* if you plan to visit a mall or other shopping area.

Before you conduct the survey, have the children predict what people's answers will be to each question. Record these predictions and set them aside for use later.

Once you arrive at the site, have children work in their small groups as they mill around, introduce themselves to people walking by and describe briefly the nature of their project and why they are conducting the survey. Then have the children ask people who are willing to participate to answer the following questions, keeping in mind that *animals* refers to everything from insects to birds to toads to squirrels. Have them record all of the answers.

### CITY ANIMAL SURVEY

1. Name some of your favorite animals that live in the city.
2. Why do you like having these animals around?
3. Name some of your least favorite city animals.

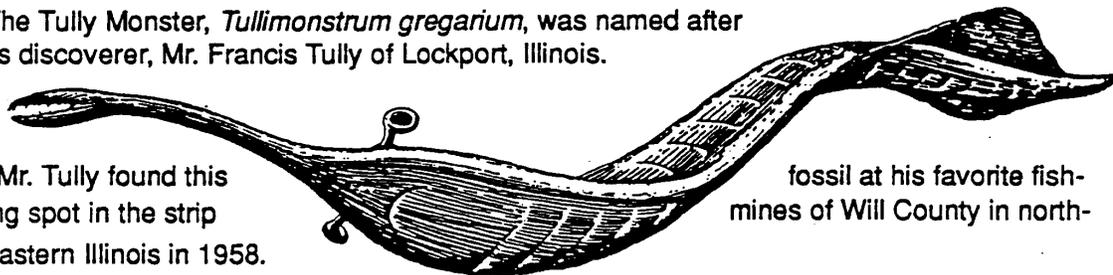


## THE TULLY MONSTER

The TULLY MONSTER lived in Illinois 300 million years ago. Reaching a length of one foot, the Tully Monster was a very strange animal, having no obvious relationship to any other animal, living or fossil, ever found. Scientists say being entirely soft-bodied makes its preservation as a fossil most unusual.

The Tully Monster, *Tullimonstrum gregarium*, was named after its discoverer, Mr. Francis Tully of Lockport, Illinois.

Mr. Tully found this  
fossil in the strip  
eastern Illinois in 1958.



fossil at his favorite fish-  
mines of Will County in north-

Since its initial discovery, many hundreds of specimens of Tully Monsters, as well as other fossils, have turned up at this site. The locality was once part of a shallow sea just offshore from a delta which formed during the Pennsylvanian Period, sometimes called the Coal Age, about 300 million years ago. Strip mining operations have exposed the fossils for the world to see.

### ILLINOIS FOSSILS

Illinois fossils, found around Mazon Creek, near Braidwood, southwest of Chicago, are among **THE MOST FAMOUS IN THE WORLD** because they were formed from **SOFT-BODIED CREATURES**.

**ALMOST ALL** fossils are formed from **HARD** body parts, such as bones, teeth, and shells. These unusual Illinois fossils are formed from **SOFT** body parts and not found many places!

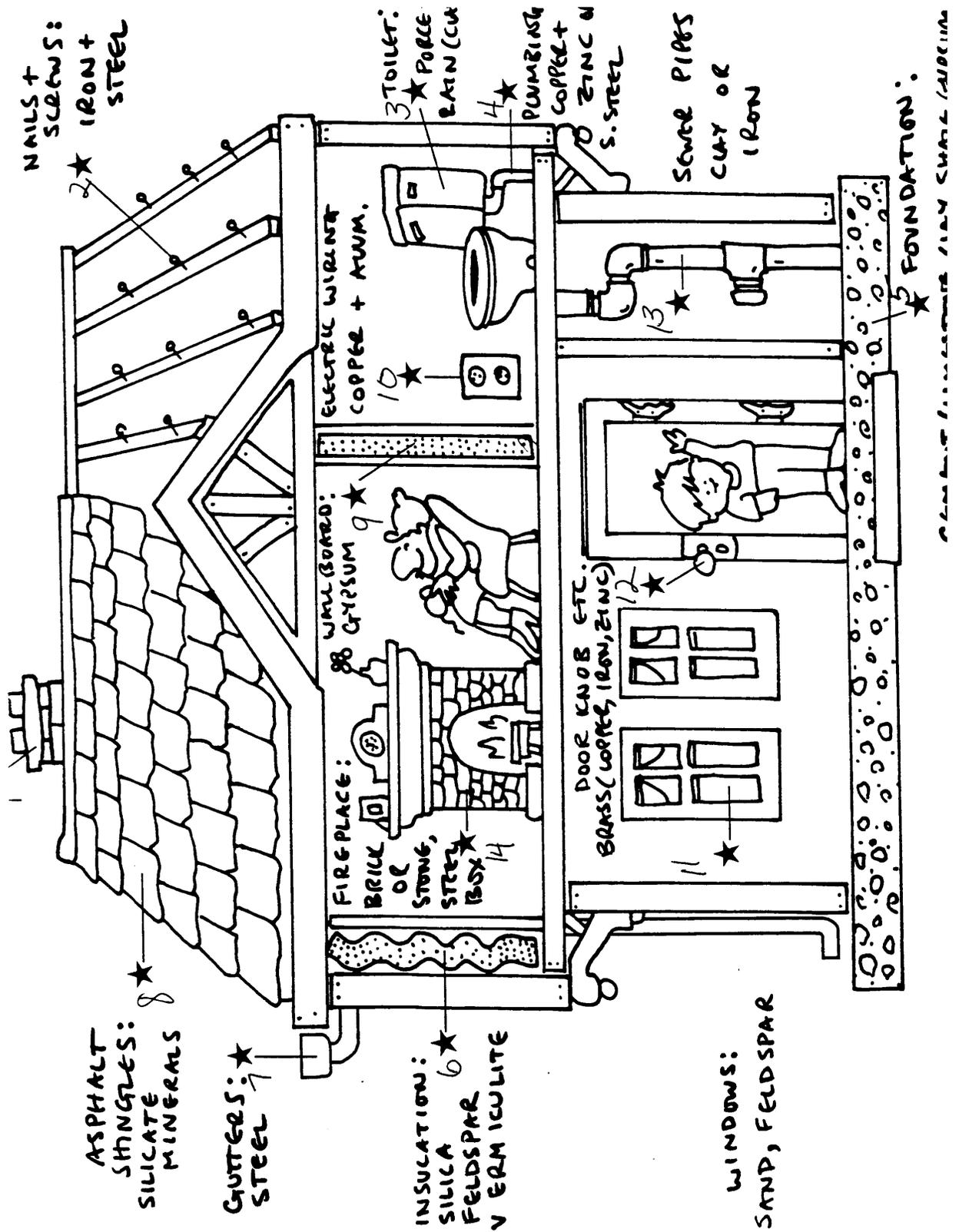
The conditions at Mazon Creek about 300 million years ago were "just right" to preserve soft, bizarre animals that would not ever have been preserved under ordinary circumstances. These include worms, jellyfish, insects, and

The Illinois State Fossil: **THE TULLY MONSTER**

**\*Suggested classroom activity Grade 1-2-3:** Make a Tully monster out of clay.

**\*Suggested classroom activity Grade 4-5-6:** Make a painting of a Tully monster, with habitat and food in the picture, too. Or, imagine you are a newspaper reporter writing about the discovery of the Tully Monster. What would you say about this unusual discovery.







# Conservation Pledge

"I give my pledge as an American to save and faithfully to defend from waste the natural resources of my country — its soil and minerals, its forests, waters and wildlife."



*Smokey says* **PREVENT FOREST FIRES!**

U.S. Department of Agriculture  
Forest Service

Your State Forester

72-CFFP-21a

☆ GPO : 1971-O-445-650

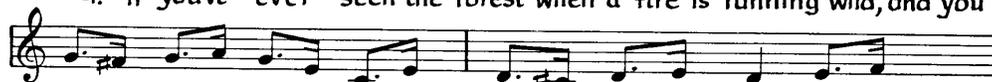


# SMOKEY THE BEAR

By STEVE NELSON and JACK ROLLINS



1. With a Ranger's hat and shovel and a pair of dungar-ees you will  
 2. You can take a tip from Smokey that there's nothin' like a tree, cause they're  
 3. You can camp upon his doorstep and he'll make you feel at home, you can  
 4. If you've ever seen the forest when a fire is running wild, and you



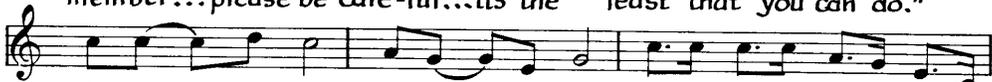
find him in the forest always sniffin' at the breeze. People  
 good for kids to climb in and they're beaut-i-ful to see, you just  
 run and hunt and ramble any - where you care to roam. He will  
 love the things within it like a moth-er loves her child, then you



stop and pay at-tention when he tells 'em to be-ware, 'cause  
 have to look a-round you and you'll find it's not a joke, to  
 let you take his hon-ey and pre-tend he's not so smart, but  
 know why Smok-ey tells you when he sees you pass-ing through, "Re-



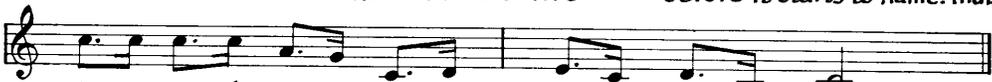
ev'-ry - bo-dy knows that he's the Fire Pre-ventin' Bear.  
 see what you'd be mis-sin' if they all went up in smoke.  
 don't you harm his trees for he's a Ran-ger in his heart.  
 member... please be care-ful... its the least that you can do."



Smokey - the Bear, Smokey - the Bear. Prowlin' and a growlin' and a



sniffin' - the air. He can find a fire - before it starts to flame. That's



why they call him Smokey, that was how he got his name.

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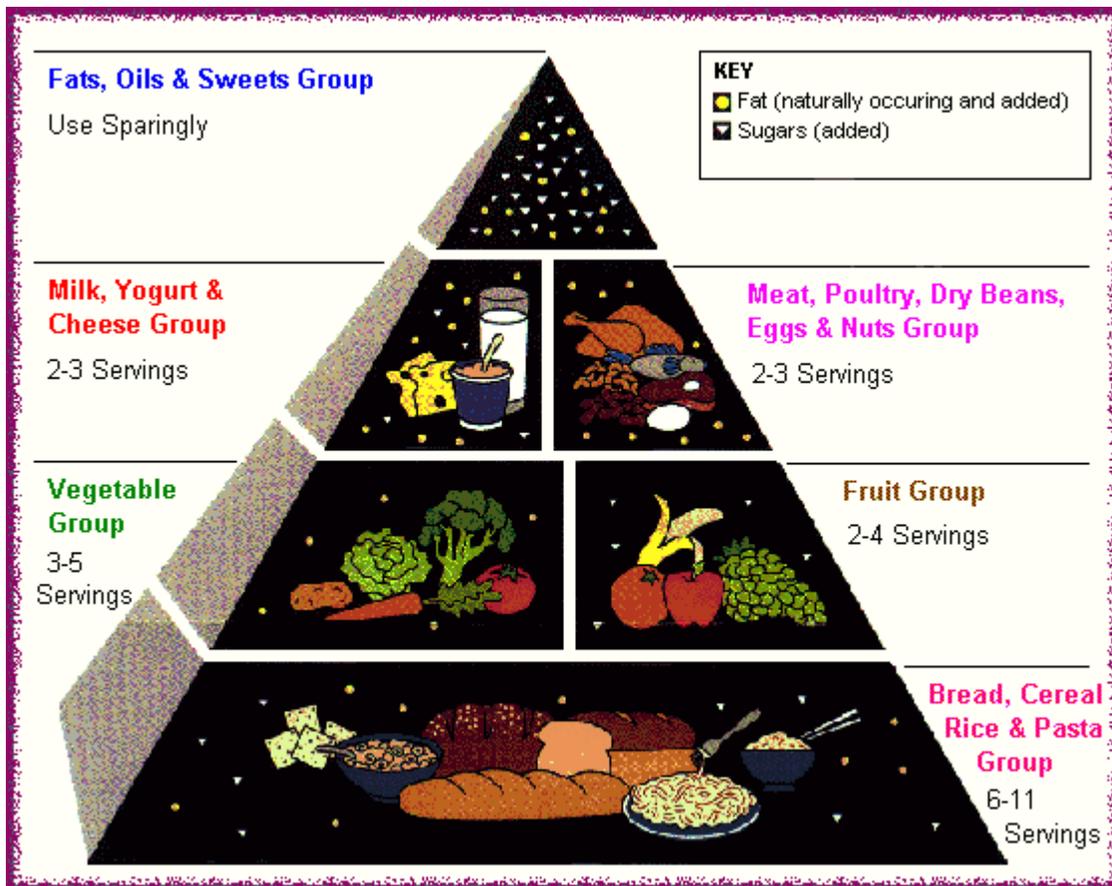
# Wolf & Bear Cooking



## Wolf and Bear Cooking

Cooking for the Wolf and Bear programs involves much more than just cooking. First of all, these programs are the scout's first introduction to cooking, food preparation and nutrition. As adult leaders, you must also remember to be age-appropriate in your cooking activities.

An important goal of the program at this age is teaching the boys about nutrition. In your Wolf Book you will find the USDA Food Guide Pyramid, similar to that pictured below.



Teach your boys what food group the foods they eat belong in and how they lead to good nutrition. These skills will help build the foundation for good health and healthy eating habits.

The following recipes were compiled from these sources:

Various internet scout cooking sites & The Philmont Country Cookbook, a project of the 1996 Scoutmaster Camping Skills participants



## INSTANT HOT CHOCOLATE MIX

1 2 LB NESTLE'S QUICK  
1 LB BOX POWDERED SUGAR  
1 16 OZ JAR NON-DAIRY CREAMER  
18 CUPS DRY MILK  
1/4 CUP COCOA

MIX INGREDIENTS TOGETHER IN A LARGE COVERED CONTAINER. USE 1/3 CUP PER 8 OZ MUG OF HOT WATER OR COFFEE. POUR INTO JARS FOR GREAT GIFTS.

## S'mores!

GRAHAM CRACKERS  
MILK CHOCOLATE CANDY BAR  
MARSHMALLOWS

PLACE FOUR SQUARES OF CHOCOLATE BAR ON GRAHAM CRACKER. PUT A HOT TOASTED MARSHMALLOW ON TOP OF THE CHOCOLATE AND ANOTHER GRAHAM CRACKER ON TOP OF THE MARSHMALLOW.

## Caramel Apple Dip!

1 8 OZ PACKAGE SOFTENED CREAM CHEESE  
3/4 CUP BROWN SUGAR  
1 CUP SOUR CREAM  
2 t VANILLA  
2 t LEMON JUICE  
1 CUP MILK  
1 PACKAGE VANILLA INSTANT PUDDING MIX  
SLICED APPLES

COMBINE CREAM CHEESE AND BROWN SUGAR; MIX WELL. ADD REMAINING INGREDIENTS MIXING WELL AFTER EACH. CHILL. SERVE WITH SLICED APPLES.

## Worm in the Apple

1 APPLE  
1 SAUSAGE LINK  
ALUMINUM FOIL

# Blackhawk Area Council

CORE AN APPLE, STUFF WITH SAUSAGE LINK, WARP IN FOIL, COOK UNTIL SOFT  
(APPROX. 40 MINS)



## Eggs MacSanches

2 EGGS  
BACON BITS, OR CRUMBLD BACON  
ONION FLAKES  
FLOUR TORTILLAS  
1 SLICE CHEESE OR SHREDDED CHEESE  
SALSA SAUCE  
1 QUART FREEZER ZIP TYPE BAG (HEAVY DUTY)

IN THE FREEZER BAG, PLACE THE EGGS – MINUS THE SHELLS. ADD THE BACON, SALSA AND ONION.  
ADD A LITTLE WATER OR MILK (APPROX 1/8 CUP). ZIP UP TIGHT, REMOVING MOST OF THE AIR, AND MIX  
THE EGGS AND INGREDIENTS BY FINGERING VIGOROUSLY. SCRAMBLE IN THE BAG.  
PLACE THE BAG IN  
A POT OF BOILING WATER AND COOK UNTIL DONE. REMOVE FROM POT. SCOOP THE EGGS ON THE  
FLOUR TORTILLAS AND ADD SOME CHEESE, FOLD AND EAT. MAKES FILLINGS FOR ABOUT 2 TORTILLAS.

## Walking Apple

1 LARGE APPLE  
PEANUT BUTTER (PLAIN OR CHUNKY)  
RAISINS

TAKE A LARGE CRISP, JUICY APPLE AND CT THE TOP AND STEM OFF. SCOOP OUT THE CORE,  
LEAVING THE BOTTOM ON. IN THE HOLE PLACE SEVERAL TABLESPOONS OF PEANUT BUTTER AND RAISINS. PLACE THE TOP BACK ON AND WRAP IN FOIL OR OTHER WRAPPING.  
EAT WHILE WALKING DOWN THE TRAIL.

## Boy Scout Potatos

POTATO  
CARROT  
SMALL ONION  
SALT & PEPPER  
MARGARINE

SLICE THE POTATO INTO ¼ INCH SLICES. PEEL AND SLICE THE ONION AND CARROT.  
PLACE IN THE  
MIDDLE OF A FOIL WRAP WITH SALT, PEPPER AND A DOLLOP OF MARGARINE. ADD 1 tbs WATER.  
SEAL THE WRAP AND PLACE ON COALS FOR 45 MINUTES TO AN HOUR.



## Trail Mix!

1 MEDIUM PKG. RAISINS  
1 LARGE PKG. PLAIN M&MS  
1 JAR DRY ROASTED PEANUTS  
MIX TOGETHER AND PUT INTO SANDWICH BAGS FOR A GO ANYWHERE SNACK.

## SWAMP SLIME!

PREPARE GREEN JELLO ACCORDING TO PACKAGE DIRECTIONS. LET IT BEGIN TO SET. REMOVE FROM FRIG. STIR IN GUMMY WORMS, BUGS, AND FISH. RETURN TO FRIG TO FINISH SETTING.

## DIRTY DELIGHT!

PREPARE CHOCOLATE PUDDING ACCORDING TO PACKAGE DIRECTIONS. PLACE PREPARED PUDDING IN SMALL CONTAINERS. CRUSH OREOS OVER THE TOP OF EACH SERVING OF PUDDING. PLACE GUMMY WORMS AND BUGS ON THE TOP.

## BLOODY VEINS!

ADD SOME RED FOOD COLORING TO COOKED SPAGHETTI NOODLES.

## BLOODY BRAINS!

ADD SOME RED AND GREEN DROPS OF FOOD COLORING TO YOUR SCRAMBLED EGGS JUST BEFORE COOKING THE EGG MIXTURE.

## SEVERED HAND!

FILL A LATEX GLOVE WITH WATER. TIE END WITH RUBBER BAND OR STRING SECURELY AND FREEZE. REMOVE ICY HAND FROM GLOVE. ADD TO PUNCH BOWL.



## Nuts 'N Bolts

1 CUP KIX CEREAL  
1 CUP CHEERIOS CEREAL  
1 CUP THIN PRETZEL STICKS  
½ CUP SALTED PEANUTS OR MIXED NUTS  
3 TBS BUTTER  
¼ TSP WORCESTERSHIRE SAUCE  
1/8 TSP GARLIC SALT  
1/8 TSP CELERY SALT

COMBINE CEREALS, PRETZEL STICKS AND NUTS IN LARGE BAKING PAN. MELT BUTTER IN SMALL SAUCEPAN. STIR IN WORCESTERSHIRE SAUCE, GARLIC SALT AND CELERY SALT. POUR BUTTER MIXTURE OVER CEREALS. STIR AND SALT LIGHTLY. BAKE 30 MINUTES IN 250 DEGREE OVEN, STIRRING CAREFULLY WITH WOODEN SPOON SEVERAL TIMES. MAKES 3 CUPS.

## Mint Chip Trail Mix

1 CUP MINI CHOCOLATE CHIPS  
½ CUP SALTED SUNFLOWER KERNELS  
½ CUP DRY ROASTED PEANUTS  
½ CUP RAISINS.

TOSS INGREDIENTS TOGETHER IN SMALL BOWL. STORE IN AIR-TIGHT CONTAINER. YIELD ABOUT 2 CUPS.

## Humpty Dumpty Marbled Eggs

4 HARD BOILED EGGS  
1 ENVELOPE UNSWEETENED GRAPE, RASPBERRY, STRAWBERRY, CHERRY OR ORANGE DRINK MIX  
3 CUPS COOL WATER

TAP THE EGGS GENTLY ALL OVER UNTIL THE SHELLS ARE A NETWORK OF FINE CRACKS.

(DO NOT REMOVE THE SHELLS)

IN A SMALL BOWL OR 4-CUP MEASURE DISSOLVE THE DRINK MIX IN THE WATER. ADD CRACKED EGGS. LET STAND, COVERED, OVERNIGHT IN THE REFRIDGERATOR. REMOVE FROM

LIQUID; DISCARD LIQUID. STORE IN THE REFRIDGERATOR. PEEL AND EAT.



## Cut-Out Sugar Cookies

2/3 CUP SOFTENED MARGARINE  
2/3 CUP SUGAR  
2 EGGS  
1 TSP VANILLA  
2 CUPS SIFTED FLOUR  
1-1/2 TSP BAKING POWDER  
1/2 TSP SALT

PREHEAT OVEN TO 400 DEGREES. BEAT BUTTER UNTIL SOFT AND CREAMY. GRADUALLY BLEND IN SUGAR. BREAK EGGS INTO SMALL BOWL, ADD VANILLA AND BEAT WITH FORK. POUR SLOWLY INTO BUTTER MIXTURE, CONTINUING TO BEAT. SIFT FLOUR INTO BOWL AND MEASURE 2 CUPS. ADD BAKING POWDER AND SALT. RESIFT. POUR INTO MIXING BOWL AND CONTINUE BEATING UNTIL BLENDED. FORM BALL OF DOUGH AND PLACE ON LIGHTLY FLOURED TRANSPARENT PLASTIC WRAP. FOLD AIRTIGHT AND PLACE IN REFRIDGERATOR UNTIL CHILLED – ABOUT 1 HOUR. REMOVE AND ROLL DOUGH TO 1/8 INCH THICKNESS ON SQUARE OF WAX PAPER ON BOARD. CUT INTO DESIRED SHAPES WITH COOKIS CUTTER. DIP CUTTER LIGHTLY INTO FLOUR EACH TIME YOU CUT. PLACE ON UNGREASED BAKING SHEET. BAKE FOR 8 – 10 MINUTES.

## Tropical Island Slush

5 CUPS WATER  
4 CUPS SUGAR  
1 12OZ CAN FROZEN ORANGE JUICE CONCENTRATE  
1 46OZ CAN PINEAPPLE JUICE  
5 MASHED BANANAS  
TWO 2-LITER BOTTLES LEMON-LIME SODA

BRING THE WATER AND SUGAR TO A BOIL. REMOVE FROM HEAT AND COOL. ADD JUICES AND BANANAS. FREEZE. TAKE OUT OF THE FREEZER TWO HOURS BEFORE SERVING. SERVE WITH TWO 2-LITER BOTTLES OF CHILLED LEMON-LIME SODA.

## ANTS ON A LOG

Celery sticks  
Peanut butter  
Raisins

Wash the celery and cut it into pieces about 5 inches long. Spread peanut butter in the u-shaped part of the celery, from one end to the other. Press raisins into the peanut butter.



## SPOON FUDGE

- 1- GALLON SIZE ZIPLOC PLASTIC BAG
- 1 LB POWDERED SUGAR
- 1 CUBE BUTTER (1/4 LB)
- 1- 3OZ. CUBE OF CREAM CHEESE
- 1/2 TSP VANILLA
- 1/4 TO 1/2 CUP OF COCOA

2-

PLACE ALL THE INGREDIENTS IN THE ZIPLOC BAG AND SQUEEZE OUT ALL THE AIR. SQUISH AND SMOOSH THE BAG UNTIL ALL THE INGREDIENTS ARE WELL MIXED AND THERE IS A CREAMY CONSISTENCY. ADD ANY FAVORITE FLAVORS OR STUFF (RAISINS, PEANUT BUTTER, ETC. TAKE A SPOON AND ENJOY

## NO-BAKE COOKIES

- 1/4 CUP BUTTER OR MARGARINE
- 1/2 CUP PEANUT BUTTER
- 1/4 CUP MAPLE FLAVORED SYRUP
- 2 TABLESPOONS FIRMLY PACKED LIGHT BROWN SUGAR
- 3 CUPS COARSELY CRUSHED QUAKER 100% NATURAL CEREAL, ORIGINAL FLAVOR

COMBINE ALL INGREDIENTS EXCEPT CEREAL IN 1 QUART SAUCEPAN; BRING TO A BOIL. SIMMER OVER MEDIUM HEAT ABOUT 3 MINUTES, STIRRING CONSTANTLY. POUR OVER CEREAL; MIX WELL. PRESS INTO GREASED 8" SQUARE BAKING PAN. CHILL UNTIL FIRM; CUT INTO BARS. STORE IN REFRIGERATOR.

## Unbaked Peanut Butter Cookies

- 3/4 Cup sugar
- 1 stick of butter
- 1 teaspoon pure vanilla extract
- 3/4 cup Karo syrup (light)
- 3/4 cup peanut butter
- 4 cups corn flakes cereal

Mix together sugar, butter and Karo syrup. Cook in saucepan on medium heat until boiling. Boil for 3 minutes. Add cereal and mix thoroughly. Drop by Tablespoons on baking sheet. Allow to cool.



## **BANANA IN A BLANKET**

1 flour tortilla  
Peanut butter  
Mini M&M'S  
Banana

Heat tortilla in microwave on a paper towel for about 15 seconds. Spread tortilla with peanut butter. Sprinkle M&M's® on peanut butter. Lay peeled banana on the edge of tortilla. Roll tortilla around banana.

## **OREO BANANA TREATS**

8 wooden Popsicle sticks  
4 bananas, halved crosswise  
12 Oreo cookies, finely chopped  
2 tablespoons sprinkles  
3/4 cup peanut butter

Insert Popsicle sticks into cut end of each banana; set aside. Mix chopped cookies and sprinkles; set aside. Spread each banana with peanut butter; roll in cookie mixture to coat. Individually wrap coated banana in plastic wrap and freeze until firm. Remove from freezer 10 minutes before serving.

## **PRETZEL SPARKLERS**

1 package pretzel rods  
White chocolate  
Sprinkles

Melt chocolate over very low heat. Dip pretzel rods in melted chocolate about halfway. Roll in sprinkles. Let dry on wax paper. Change the sprinkles color to match the season - red and green for Christmas, red, white and blue for the Fourth of July, orange and black for Halloween, etc.

## **SNACKIN' CORN**

9 cups popped corn  
1 tablespoon butter or margarine  
1/3 cup peanut butter

Melt the butter or margarine with peanut butter over low heat until it is runny. Drizzle over the popcorn and mix well. Spread in shallow baking pans and bake at 375 degrees for 10 minutes, stirring 2 or 3 times. The corn will crisp, and the topping will set.



## **TAG-A-LONGS**

- 1 box Ritz crackers
- 1 small jar peanut butter
- Coating chocolate

Cover Ritz crackers with peanut butter and top with another Ritz crackers to make a "sandwich." Melt chocolate and dip sandwiches in chocolate until covered. Allow to dry.

## **80 Foot Banana Split**

- 160 boys
- 80 feet of raingutter
- 17 gallons of ice cream
- 30 bananas
- 5 cans of whipped topping
- 5 large jars of maraschino cherries

Fasten together 80 feet of raingutter with duct tape. Line the inside of the raingutter with one length of aluminum foil. Fill with sliced bananas, dozens of scoops of ice cream, whipped topping and cherries. (Be sure to save some of the ice cream and topping for the leaders to enjoy later.) Furnish each boy with a plastic spoon, and caution them to turn their billed caps backwards. Line the boys up on either side of the ice cream filled raingutter with instructions that spoons are to be held high in the air until the signal "GO". When you're ready give the signal and stand back! The ice cream will disappear in minutes. Don't forget to have some type of water supply handy so the ice cream covered boys can wash up.





# Youth Protection

# Blackhawk Area Council



## Notes



## Youth Protection and Tour Permits

**Effective January 2003 both the local tour permit and the national tour permit application will include a requirement that at least one adult present during the event or activity must have completed the BSA Youth Protection Training.** The national tour permit will continue to include the requirement that **all** registered adults must have completed the BSA Youth Protection Training for participation in a **nationally sponsored event or activity.**

In support of our continued efforts to offer training to as many Scouters as possible and to support the requirement of having at least one youth protection trained adult, an Internet version of Youth Protection Training for leaders is being developed and will also be available for use by January 2003.

As a quick review, national tour permit applications are required to be submitted for tours or trips 500 miles or more, one way. For tours and trips under 500 miles one-way, the local council establishes the guidelines for when a tour permit is required. Most short, in-town den trips for a few hours do not require a tour permit; however, it is recommended that dens obtain permission slips from parents.

The single highest number of injuries and fatalities in the United States and in Scouting is caused by motor vehicle accidents. The second highest number of injuries and fatalities is caused by aquatics activities. Completing a tour permit application reinforces leader requirements for transportation, aquatics, climbing, and Youth Protection.

The electronic version of the *Guide to Safe Scouting* will soon be updated with the newest tour permits. To download the new forms when they become available, visit [www.scouting.org/pubs/gss/gssax.html](http://www.scouting.org/pubs/gss/gssax.html)