OCTOBER

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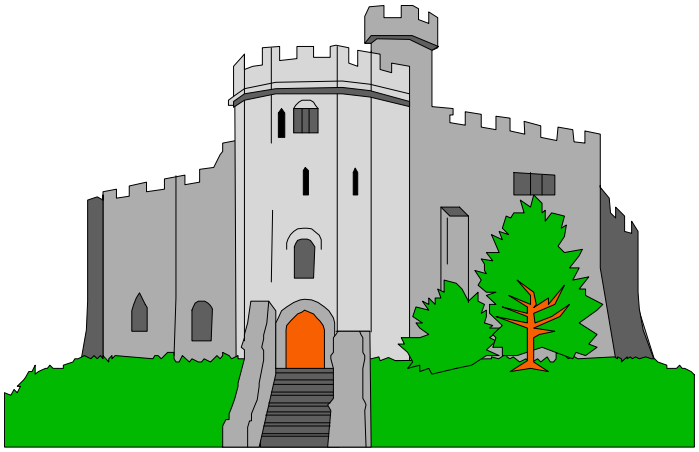
Once Upon A Time



REMINDERS: New boys in the pack? Leaders not registered? Get ready for the **Rechartering** process by taking an *Annual Membership Inventory* and planning for the Charter Renewal Meeting. (Cub Leader Book 10-10.) Have a **uniform inspection** in conjunction with this meeting and show your great pack to your Unit Commissioner.

TIGER DEN LEADER HINTS

Boys in Tigers can read stories with their adult partners and work on Elective 14 "Reading Fun." If there is a play being performed, Tigers could attend and work on Elective 36, "See A Performance."

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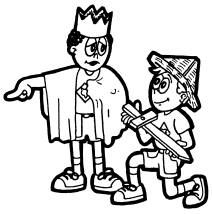
DEN LEADER HINTS



Boys' Life Patch
' Say Yes to Reading' Patch

Tiger	Wolf	Bear
A1D Family Scrapbook	A12 Making Choices	A4 Tall Tales
A4D "Tell It Like It is…	E1 It' s a Secret	A18e Write A Story
E14 Reading Fun	E2 Be An Actor	
E21 Make a Puppet	E6 Books, Books, Books	

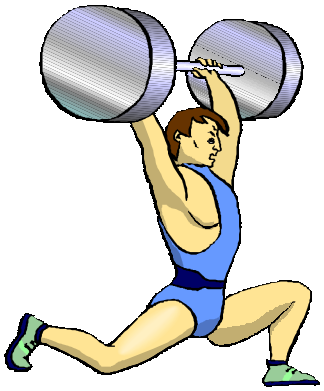
BLUE AND GOLD THEME IDEAS

Menu - Robin Hood Ravioli
Paul Bunyon Pretzels
Seven Dwarf Seven-Layer bean dip
Hansel and Gretl gingerbread

Activities - Fairy tale skits
Finish the story (next person in circle continues the story)
Tongue twisters, tall tales and Mother Goose rhymes contests
Read-a-thon

Guest speakers - Librarians
Storybook character
Literature teacher or expert

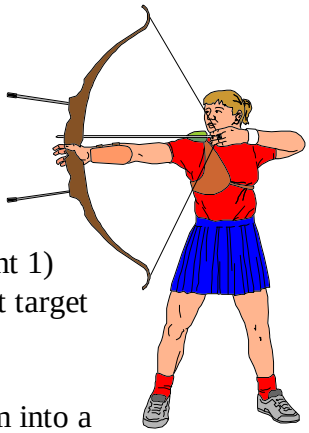
GATHERING/ PRE-OPENERS



Story Heroes Identification

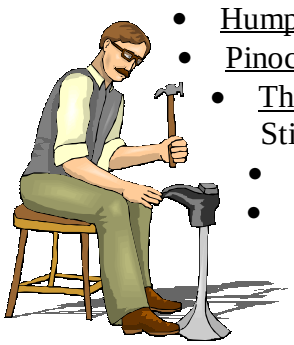
1. Who am I? On name tags place the name of different mythical characters. Put a nametag on the back of each scout.
2. Each asks ' yes or no' questions to find out who they are. *Examples* might include: Babe the Blue Ox, Paul Bunyan, Icabod Crane, Zeus, Triton, Medusa, Hercules, Pegasus, Hades, Johnny Appleseed, Rip Van Winkle, Blackbeard, Pecos Bill, Zorro, Sasquatch, Cupid, and any others that you can think of.

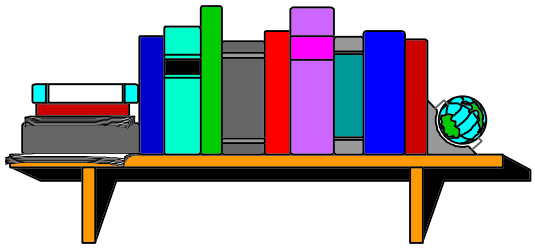
Storybook Stations



Let the boys have fun being heroes. Have different stations around the room that the boys may try. Each station represents a storybook hero and the task they needed to accomplish. Some examples could be:

- Hercules Strength Tests (Use Feats of Skill in Wolf Book Achievement 1)
- Robin Hood Archery (Use foam or rubber-tipped arrows or darts to hit target or balloons)
- Alice In Wonderland (Golf Game)
- Cat in the Hat (2 bean bags, marked ' Thing 1' and ' Thing 2' – Toss them into a Hat)
- Red Riding Hood (Obstacle course to get to Grandma' s House)
- Humpty-Dumpty (puzzle, see how fast it can be put together)
- Pinocchio (Wear ' nose' glasses, see how long it takes to eat a cracker)
- Three Little Pigs (Try to build a house out of ' drinking straws' or ' Craft Sticks' without glue or tape--see if it will stay together)
- Rapunzel (Try to climb rope or pole representing ' hair')
- Shoemaker and Elves (nail pounding; winner is person with least hits to get nail into wood block)





OPENING, CLOSING, AND FLAG CEREMONIES

"MAGIC" FLAG CEREMONY

[Prepare a sack. Get two brown grocery sacks exactly the same size. Put one inside the other. Make a slit in one side of the inside sack and conceal an American flag in the pocket.]

Show everyone the sack, back, front and inside. [Seven Cubs say poem.]

#1. Tonight we are going to fix for you a treat that is really grand
#2. We'll make for you a recipe that's the greatest in the land.
#3. First we'll put a heaping cup of red for courage true,
[pour cup of red confetti in sack]
#4. And then we'll add for loyalty a dash of purest blue.
[*Pour in some blue confetti]*
#5. For purity we'll now sift in a layer of snowy white.
[Put in some white confetti]
#6. We'll sprinkle in a pinch of stars to make it come out right.
[*Sprinkle in some stars]*
#7. We'll stir and stir and then you'll see that what we've made is ***OLD GLORY.***

[Pull flag out of concealed pocket, raise high so everyone can see and pledge]

MAGIC CANDLE TRICK

Carve a candle out of carrot, potato, apple, etc. Place half a shelled walnut for the wick so it resembles a real candle. Light the candlewick, there is enough oil in the walnut to keep it burning for awhile. At a tense moment, blow out the flame and eat the candle, wick, and all. The audience will think you are eating a real candle.

JOKE NO WONDER THE ENGLISH LANGUAGE IS SO HARD

If GH stands for P as in Hiccough
If OUGH stands for O as in Dough
If PHTH stands for T as in Phthisis
If EIGH stands for A as in Neighbor
If TTE stands for T as in Gazette
If EAU stands for O as in Plateau
The correct way to spell POTATO should be:
GHOUGHPHTHEIGHTTEEAU

INTERESTING THOUGHTS "GOD IS A LITTLE LIKE:"

God is a little like General Electric—He lights your path
God is a little like Bayer Aspirin—He works wonders
God is a little like Hallmark Cards—He cares enough to send the very best
God is a little like Tide—He gets the stains out others leave behind
God is a little like Sears—He has everything
God is a little like Alka Seltzer—Oh, what a relief He is!
God is a little like Copper Top Batteries—Nothing can out last Him.
God is a little like Scotch Tape—You can't see Him, but you know He's there.

CLOSING; 'GIVE HIM A DAY'

What shall you give to one small boy? A glamorous game, a tinseled toy, a new scout knife, a puzzle pack, a train that runs on curving track.

A picture book, a real live pet, there' s plenty of time for such things yet. Give him a day for his very own--
Just one small boy, and a parent alone.
A walk in the woods, a romp in the park, a fishing trip from dawn to dark. Give the gift that only you can-- the companionship of his favorite fan.
Games are outgrown and toys fade away, but he' ll never forget if yo give him a day. *(Author Unknown)*

ADVANCEMENT CEREMONIES

Fun idea for Pack meeting before giving awards: (Perhaps $100,000 candy bars could be given out this month with awards)...after story is done.

MICKEY, THE MIXED-UP CUB SCOUT

Before Pack Meeting or Den Meeting, write each item below on a slip of paper. When you are ready to tell the story, pass the slips out to the audience and have each person fill in a blank. Encourage enthusiastic and dramatic reading of the slips. *Tip: Read the story quickly. Do not let it drag.*

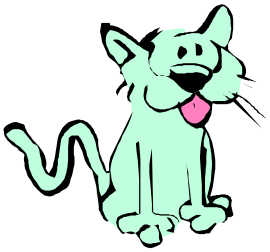
Dimple	Overhand knot
Cowlick	Phone
Neckerchief	Cubmaster
Cub Scout Shirt	Chocolate cake
Bobcat	Gallon of orange punch
Wolf	Donkey
Snake	Target
Lizard	Pack Meeting
Square knot	Million dollar bill

Once upon a time there was a Cub Scout whose name was (___). He had a little problem. He was always getting things mixed up. Mickey, the mixed-up Cub Scout, had a (___) in his chin and a (___) on top of his head. Around Mickey's neck he wor e his (___) and his badges were sewn on the front of his (___). Mickey, the mixed-up Cub Scout), had already earned his (___) badge and was working hard on his (___) badge. He knew how to tie a (___) but was having trouble with the (___). Mickey, the mixed up Cub Scout, was making a nature collection for Cub Scouts. He had already found a (___) and was looking for a (____).

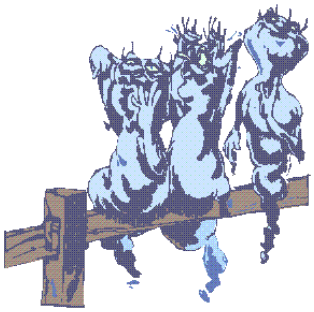
One day the (___) rang and there, on the other end of the line, was Bob Black, the Pack's (___). He wanted Mickey, the mixed-up Cub Scout, to help him get the refreshments for the next Pack Meeting. They decided to make a big (___) to eat and everyone would bring a (____) to drink with it. Then the Cub Scouts would play the game "Pin the Tail on the (___) and throw darts at a (___). It sounded like a lot of fun. WOWEEEEEEE! Mickey the mixed-up Cub Scout shouted. "This is going to be the best (___) ever. I wouldn't trade our pack for a (____).

GAMES

TAIL GRAB



You will need :
A rope or cloth tail for each patrol.
Each patrol stands in a line behind their patrol leader. Each man holds the belt or waist of the man in front. The last man has a tail tucked into his trousers. On the word "GO" the patrol leaders have to move around the room and try to get as many of the other patrols tails as possible. Any patrols that break their chain are disqualified. The winning patrol is the one with the most tails.



GHOST IN THE GRAVEYARD

One person is the ghost. The rest of the group stays on "base" and counts one o'clock, two o'clock, three o'clock, rock ... until they get to midnight (after every 3rd number say rock). Then they go search for the ghost. Whoever finds the host yells "Ghost in the graveyard" and all the seekers must make a mad dash back to base. Whoever is tagged becomes the next ghost. It is best to play when it is evening or dark, though any large gymnasium or cultural hall could be used.

THE WITCH AIN' T OUT TONIGHT

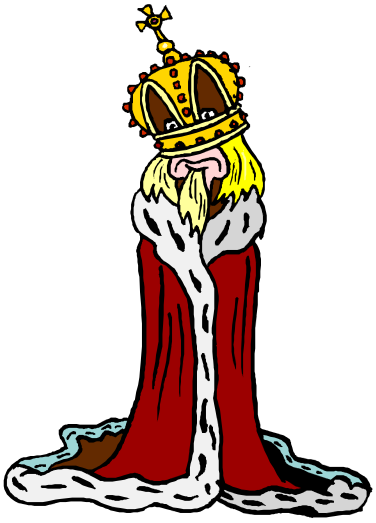
One person is selected to be the witch. The witch hides while the rest of the group counts to 100. At this point, the group goes moves out singing over and over again. "The witch ain't out tonight." Whenever the witch feels like it, he bursts from hiding and catches as many of the chanters as possible while the rest run screaming for home. Once all are sorted out, the caught people are also witches and hide as before. Continue on until only one person is left ' un-witched' . That person becomes the witch in the next round. The game is played until all participants are tired of singing the chant.

SKITS AND STORYTELLING

SIR LANCELOT'S MISSION

King: I so decree.
Lancelot: Yes, your Majesty.

Lancelot: Yes, your Majesty



King Arthur sends Sir **Lancelot** out on an important mission to deliver a message to the **king** of Spain. It is a long distance, and **Lancelot** looks in the Kingdom for a good **horse** to take him there. His own horse is sick, and all he can find is an old mare, but, since he has to leave quickly, he takes the mare.
About three days out of the Kingdom, **Lancelot** realizes his mistake. The **horse** gets tired and appears to be going lame. He finally makes it to a small village and gets to the Inn. He goes up to the **Innkeeper** and explains his problem. That is, he needs a good **horse** so that he can fulfill his mission to deliver the message for the **king**. The **Innkeeper** replies that this is only a small village, and most of the **horses** around are not up to the task. He is welcome to look around, however, and if he can find anything, he is certainly welcome to it.

Lancelot looks around the village and, as the **Innkeeper** has said, no good **horse** is to be found. As **Lancelot** is about to give up, he comes across a stable boy carting some feed. He asks the stable boy if there is any beast of burden in the village that he can use to fulfill his mission. The stable boy thinks for a minute, and starts to reply no, but then says, go see if Old Mange in the barn can help you.

Lancelot goes over to the barn expecting to find a **horse**. What he finds is a very large dog, almost as large as a pony. The dog is a mess, however. It is mangy, parts of its fur are falling off, and it is full of fleas. **Lancelot** is desperate at this point, and he looks it over carefully. It does, however, appear to be strong enough to take him to Spain (which is only 3 days away at this point).

Lancelot goes back to the **Innkeeper**, and acknowledges that he cannot find a **horse** in the village that he can use. He says, however, that this dog, Old Mange, might be able to take him most (if not all) of the way to his destination. The **Innkeeper** hears this, stiffens up, and says, 'Sir, I wouldn' t send a Knight out on a dog like that ".

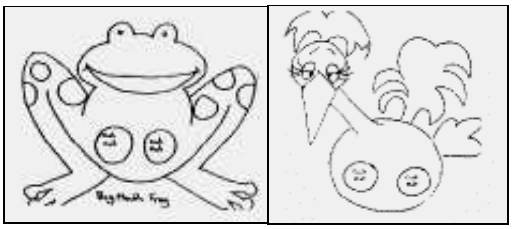
THEME CRAFTS

ARMOR

Put on a skit about the knight and the dragon saving the princess.

Materials Needed: pop can plastic rings
Instructions:

1. Lay the pop can rings in line going down the chest.
2. Staple together until you have enough to fit your upper body in the front
3. Do the same for your back.
4. Leave enough room for arms & head to fit through.
5. Spray paint silver or gray.



FINGER PUPPET FAIRY TALES

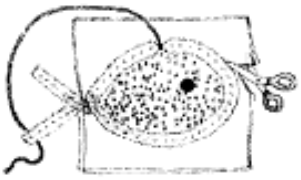
Make finger puppets to put on a play about your Favorite Fairy Tale. Here are a couple of patterns.

The Fisherman and His Wife

A man catches a magic fish that will give him three wishes if he agrees to let him go. This is the magic fish puppet.

Materials Needed: shoe box lid, blue poster paint and brush, small seashells, green construction paper and bright colored construction paper scrapes, clear bubble wrap, thin string, wide clear packing tape, pipe cleaner, gold glitter, hole punch, scissors, stapler and staples, glue, newspaper to work on.

1. Cut string twice as long as the longest side of the lid . Paint string and inside of lid blue.
2. Turn lid so shortest side is at top. Blue seashells on the Bottom and inside edge of the box. Cut seaweed from green paper and glue to the bottom.
3. Cut fish from bright colored paper. Glue in bottom half of box. Cut enough bubble wrap to cover bottom half of lid with ocean scene behind it. Cut a wavy line across the top. Staple it to each side of the lid.
4. Cut a 6-inch piece of pipe cleaner. Bend it into shape of a fish, wrapping the ends around each other to make a tail. Tie one end of blue string to the top of the fish.
5. Cut a 4-inch piece of clear packing tape. Set the fish on the sticky side of the tape. Punch an eye out of paper and put on the sticky tape. Sprinkle fish with glitter and then put another piece of tape, sticky side down, on the sticky side of the fish. Pipe cleaner in between the tape. Trim off excess.
6. Punch hole in the top edge of the lid. Drop the fish down behind the bubble wrap and put the string through the hole so that it hangs behind the lid.
7. To make the fish swim just pull the string up and down.

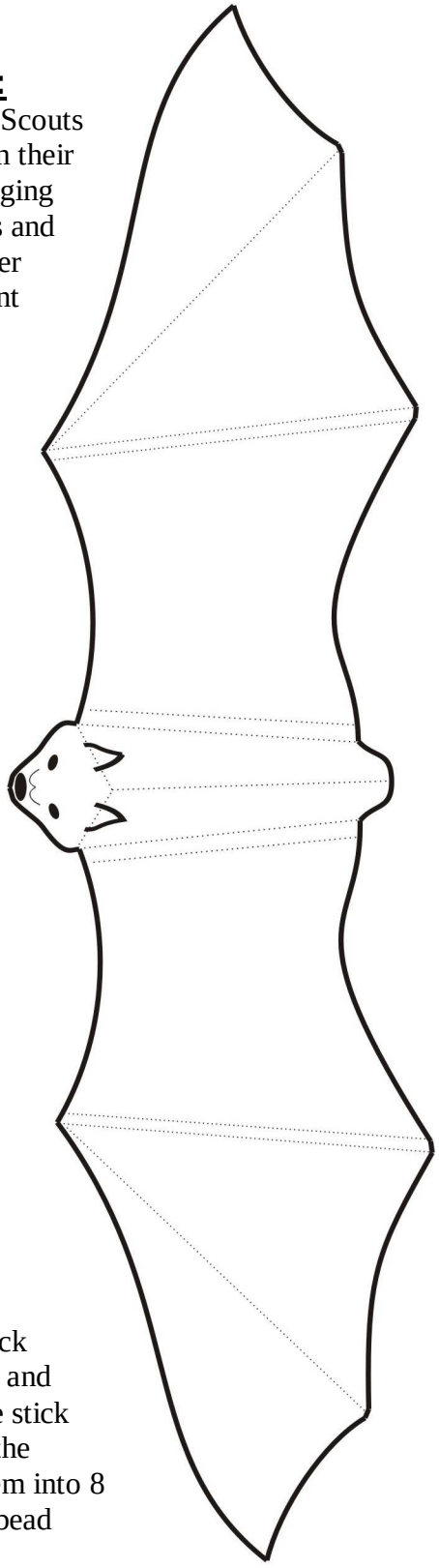


HOLIDAY AND SEASONAL CRAFTS

Halloween Fun

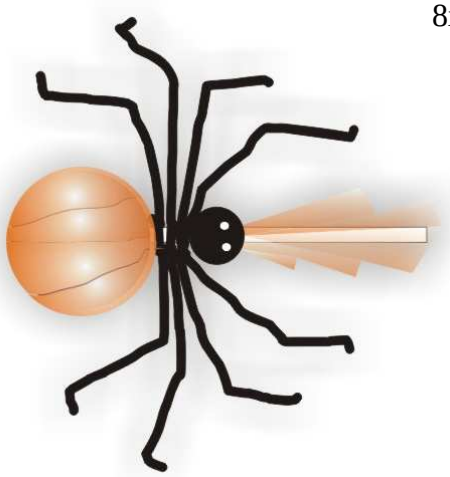
Trick and Treat Ghost:

When Halloween comes, Cub Scouts love the idea of doing tricks on their neighbors. Instead of discouraging this, have the boys make treats and ***ghost tags*** (see pattern left). After wrapping the treats, go to different neighbors and do a small act of service (taking out the garbage, reading a book to a child, picking up some leaves etc.) as a "Trick". Then leave them with a treat. If there is a large group of boys, break into two groups and have a scavenger hunt with a list of tricks to do.



Flying Bat:

Cut a bat shape out of black cardstock. This will be very easy if you have the bat copied onto the cardstock. Fold along the dotted lines to add dimension. The bat should balance on your fingertip. If it doesn't, you may need to tape a penny onto the undersides of the wings. With a little practice, it is possible to have the bat fly very realistically from the end of a pencil or even from your finger. (See Cub Scout Leader How to Book pg 7-11). Several bats can be hung from a dowel with fishing line to make a Halloween mobile.



Sweet Spider:

Cut an 8x8 inch square of orange cellophane and wrap it around a lollipop. Thread a 5/8" black wood bead over the lollipop stick and the cellophane. Cut 4 black chenille stems in half and wrap them around the stick between the bead and the lollipop head. Shape them into 8 legs. Paint eyes onto the bead

SONGS, CHEERS, AND SPARKLERS

SONG – "DO YOU KNOW"

(Tune – The Muffin Man)

Oh, do you know the knights of old,
The knights of old, the knights of old,
Oh do you know the knights of old,
That lives in the castle tall?
(Oh yes I know the knight of old, etc.)
Oh do you know the jesters there,
The jester there, the jesters there,
Oh do you know the jester there,
That make you laugh aloud!
(Oh yes I know the jesters there, etc.)
Oh do you know the maidens fair,
The maidens fair, the maidens fair,
Oh do you know the maidens there,
That laugh at the jesters!
(Oh No! Not the maidens fair!)

SKIT--"WHISPERING"

Boys tip toe on stage in a single file. The first boy points to the pretend woods and says in a strange whisper, "That's where I saw the ghost." In turn, each boy in line repeats the message to the next in a loud whisper. The last boy in line whispers, "Oh, and where were you?" That message travels up the line to the first boy, who whispers another message, "Up there." Go up and down the line, saying, "How far is that?" "Five miles." When five miles message reaches the last boy, he asks, "Then, why are we whispering?" When the message gets back to the first boy in line, he whispers, "Because I have a cold!"

JOKE- "LAWYER AND CLIENT"

LAWYER to client—My fee is $20.00 for two questions.
CLIENT—That is pretty expensive, isn't it?
LAWYER--Yes it is, now what is your second question?

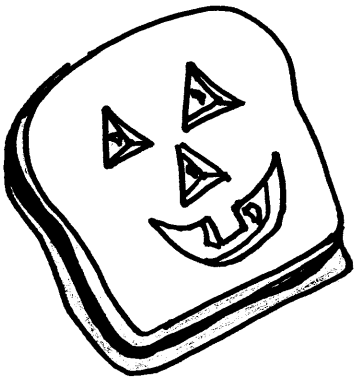
KNOCK KNOCK JOKES Knock, knock—Who's there? Dewayne. Dewayne who? Dewayne in Spain falls mainly on the plain.

AWARDING—Cut off bottom of real pumpkin, put the awards in it, and sit it on the award table. When giving the awards make a big deal of finding a Pumpkin and wanting to make a Jack-o-lantern out of it. Cut off top and discover the awards in it. *[The audience can't tell that the bottom has been cut off].*

APPLAUSES/CHEERS

1. JOUSTING-- As in jousting with a lance on a horse, run a few step forward saying, "Whoosh!"
2. DINOSAUR-- "Brontosaurus, T-Rex, Velociraptor, *(cubs name)*, is the one we're after".
3. KNIGHT-- Kneel and place your right hand on your left shoulder while saying, :I dub thee, sir knight".
4. VIKING-- As if using oars on a Viking ship, row together back and fourth, several times.
5. TEREX-- Extend arms out in front, with left hand fingers pointing up and right fingers pointing down, open like a giant mouth and growl.
6. WIGGLE YOUR THUMMY-- Ask every one to wiggle their thummy, most will try to wiggle their tummy, put your fist in the air and wiggle your THUMB!
7. WITCH—Cackle as loud as you can.
8. DRACULA—That is so wonderful. Come here and let me give you a kiss on your neck.

CUBS IN THE KITCHEN



PEANUT BUTTER AND JACK-O-LANTERN

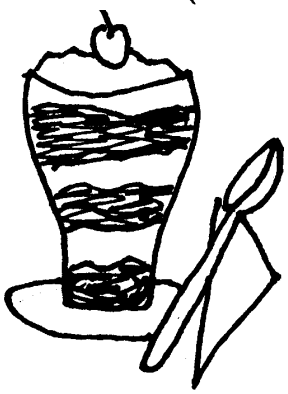
Cut a pumpkin face out of 1 slice of **bread** (*sometimes around Halloween you can find orange colored bread.)* using a pumpkin cookie cutter or butter knife. On 1 more slice of bread spread **peanut butter and honey (or jam).** Put pumpkin face over honey and trim to a pumpkin shape.

WORMS ON A BUN

Hot dogs (1 per person)
Hamburger rolls (1 per person)
Ketchup

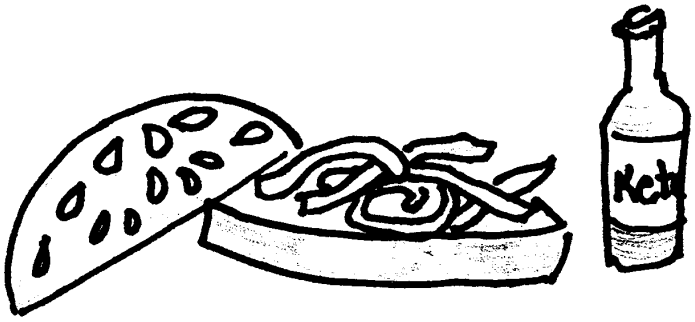
Cut the hotdogs into thin strips and score the edges (about 3 cuts per strip)
Boil or microwave until the strips curl like wiggle worms. Serve three or four worms to a bun. For extra grossness, add a few squiggles of ketchup.

ZEBRA PARFAITS



One 3 1/2 oz. box instant chocolate pudding mix
2 cups milk
1 carton refrigerated whipped topping
4 maraschino cherries

Prepare chocolate pudding with two cups milk following package directions. When the pudding is prepared, layer it with the whipped topping in tall clear glasses. Start with chocolate pudding and end with whipped topping. There should be about three layers of each. Top each with a cherry.



THEME MIDWAY

DRAGON TALES WORD SEARCH

A K B R A S C A S T L E B T C C Z R U N E D U I E V

F N D G J E S T E R H W N F X I G Y J N K H L J M Y

N I O Q P Z E B A S W O R D Q R B F C W I Z A R D S

T G U U V K L S W D G X T U Y V M Z E X A C B G D H

E H I E F Q M J G A O H K F I W A J L K M A O L T M

N T O S P P C Q R D B R N E S O G R E T O V U R V P

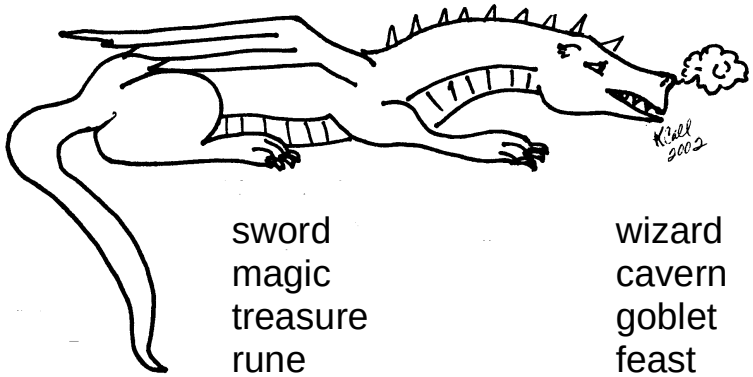
W X N T Y R E D Z F L G T A L E I A Q H B E I S N C

D Q O E O V F R T G E V H S I W C X B J C R K J L Y

M P N A D A M S E L T O L T P K D Q E R F N S G T Z

V H I V N J W M X K T Y L M Z T R E A S U R E A P Q

Look for the words across, down and diagonal



knight
dragon
ogre
unicorn
damsel
castle

sword
magic
treasure
rune
quest
tale

wizard
cavern
goblet
feast
jester

DEN AND PACK RECOGNITIONS

Paul Bunyan Award
Tall Tales
Shrek
Mickey Mouse
Cartoon Characters
Urban Legends
Gravity Hill -
("Gravity is pulling us up")
Superman
Giant Award
Tremors Award - Giant Worms
Giant Ax

Star Wars
Snow White
Robin Hood
Snoopy Award
Blue Ox Award

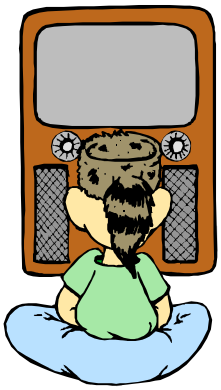
Casey Jones
Railroad

BSA FAMILY AWARD

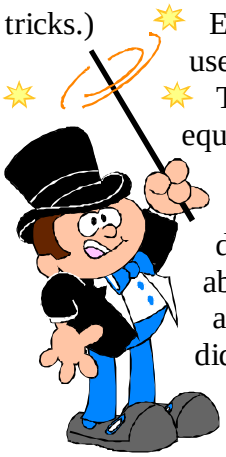
Suggested Topic

'Knowing It's Make Believe'

(Family Book p. 8)



We all love to dream. However, recognizing what is real and what is fantasy is an important part of growing up. Today, technology and special effects make it difficult to tell the difference. Helping children learn to know what is real is a challenging goal. Some activities might include: Perform some magic tricks for children (see Cub Scout Magic No.33210 for tricks.) Explain how the tricks are done, then explain that movies and Television shows use tricks to portray these effects. If possible, visit a movie or television studio. They often have examples on display of 'b lue screens' , and sound effects equipment. (Universal Studios Theme Parks are informative and lots of fun.) Attend a play. Many high school productions are going on in October and November. Visit with some of the actors, learn about sets and props, and discover how their special effects are created. Read some "tall tales" and stories about heroes such as Johnny Appleseed, Davy Crockett, and Casey Jones. Then read the real stories, and learn what these people actually did. Real history is often as exciting as make-believe.



THEME RESOURCES - - Once Upon A Time

CATEGORY	NAME	**BOOK OR REFERENCE** (Note: All books can be found at the Scout Shop)
Extra Ideas	Theme Crafts	Cub Scout How To Book Section 3
	Skits and Costume Ideas	Cub Scout How To Book Section 4
	Pirate Picnic Ideas	Cub Scout How To Book pg. 9-9 through 9-11
Ceremonies	Knights of the Round Table Advancement Ceremony	Ceremonies for Dens and Packs pg. 8-5
Stories	"The Headless Horseman and the Cub Scout"	Cub Scout How To Book pg. 6-15
	"I remember Davy"	Cub Scout How To Book, p. 6-16
	"The Captain's Shirt"	Crazy Cory's, vol. 2, p. 18
Games	Dwarfs, Wizards, and Giants	The Best of Scout and Youth Games, p. 20
Applauses and Cheers	Buccaneer, Casey Jones, Columbus, Dragon, Jolly Green Giant, Knight, Lone Ranger, Pirate, Popeye, Sword, Shield	All the Applauses We Could Find (alphabetical)
Skits	"Once Upon a Time"	Crazy Cory's, vol. 2, p. 68
Cub Requirements	Wolf Elective 2-Be an Actor	Wolf
	Bear Achievement 4-Tall Tales and 8—The past is Exciting and Important	Bear
	Webelos Showman	Webelos

Sparkler

Why was Cinderella such a bad basketball player? Because she had a pumpkin for a coach.

Activity Idea

Once upon a time in a land far, far away... There lived a Cub Scout pack. They worked hard to earn awards and rank advancements. One day, they gathered together for a special pack meeting to celebrate these achievements when suddenly...

(Hand the microphone to the next person to continue the story. Be creative as you make up your own pack "Tall Tale".)