



BALOO'S BUGLE



Volume 15, Number 5

"Make no small plans. They have no magic to stir men's blood and probably will not themselves be realized." D. Burnham

December 2008 Cub Scout Roundtable

January 2009 Cub Scout Theme

A-MAZE-ing GAMES

Tiger Cub Achievement #3

Webelos Fitness and Scientist

FOCUS

Cub Scout Roundtable Leaders' Guide

Everyone loves to play games!! This month Cub Scouts and their families will have fun playing board games, and solving puzzles and mazes. This is a great opportunity for adults to teach boys the games they used to play as youths. How about making new games? Boys can share their games with others or challenge others with their word searches, jigsaw puzzles, or mazes. Have a family game night at your Pack Meeting or at a den meeting. This month would be a good time to work on the Chess Belt Loop and pin.

CORE VALUES

Cub Scout Roundtable Leaders' Guide

Some of the purposes of Cub Scouting developed through this month's theme are:

- ✓ **Fun and Adventure** - Cub Scouts will have fun playing their favorite games and learning new ones.
- ✓ **Personal Achievement** - Boys will feel a sense of personal achievement as they master puzzles, mazes, and new games.
- ✓ **Sportsmanship and Fitness** - Cub Scouts will learn fair play and respect for others

The core value highlighted this month is:

- ✓ **Honesty**, Cub Scouts will learn the importance of following the rules and being honest while playing games.

Can you think of others??? Hint – look in your **Cub Scout Program Helps**. It lists different ones!! All the items on both lists are applicable!! You could probably list all twelve if you thought about it!!

COMMISSIONER'S CORNER

Many thanks to my friends at Sam Houston, Great Salt Lake and Catalina Councils for sending me their new Pow Wow CD's and for Catalina and GSLC - actual paper books!!

And to Wendy at Chief Seattle Council giving me the link to their on-line Pow Wow Book. (Find it in the website list)

I will be setting up my swap CD soon.

POW WOW CD's

There were a lot of Pow Wows on my list for early. I hope some of you can trade CDs this month so I can have some good info for the next Baloo. Just write me, either commissionerdave@comcast.net, or via the www.usscouts.org website or and I will get you mailing info. One year I received the Alapaha Area Council Book via E-mail. That works, too. Thanks to good friends I have the SHAC, Great Salt Lake and Catalina Council books and will soon have National Cap.

I can never have too many. Thanks for your help.

Months with similar themes to S'More Summer Fun

Dave D. in Illinois

Month Name	Year	Theme
June	1944	Fun with Games
December	1953	Happy, Game, and Fair
August	1958	Fun Tournament
August	1963	Fun with Games
December	1965	Happy, Game, and Fair
December	1970	Happy, Game and Fair
July	1985	Happy Days
August	2004	Scouting The Midway



National makes a patch for every Cub Scout Monthly theme.

This is the one for this theme. Check them out at www.scoutstuff.org go to patches and look for 2009 Cub Scout Monthly Theme Emblems.

THOUGHTFUL ITEMS FOR SCOUTERS

Thanks to Scouter Jim from Bountiful, Utah, who prepares this section of Baloo for us each month. You can reach him at bobwhitejonz@juno.com or through the link to write

Baloo on www.uscouts.org. CD

Roundtable Prayer

CS Roundtable Planning Guide

“Lord, you amaze us with everything you do: your beautiful creations—sunrises and sunsets, mountains and valleys, planets and space; your mysterious ways; even our very lives, our bodies, and our ability to reason. Please help us keep our Cub Scouts in amazement and awe or your greatness. **Amen.**”

Sam Houston Area Council

Please guide us through the maze of life. Teach us to enjoy and share all of your gifts. **Amen.**

Amazing Games

Scouter Jim, Bountiful UT

Ability can take you to the top, but it takes character to keep you there. Zig Ziglar

In our part of the world, many people would consider one of the most amazing games in history to be the 1980 Holiday Bowl. BYU was behind SMU 25 to 45 with less than three minutes to go. This would be a time when many people would be headed for the exits to beat the crowds and television viewers would be looking for what was on another channel. BYU had never won a bowl game and it looked like they were in for their third straight Holiday Bowl loss. In less than four minutes, BYU lead by quarterback Jim McMahon, who would lead the Chicago Bears to a Super Bowl Championship in 1986, would score 21 points, with the final, winning point, being a point after kick with no time left on the clock. This game has long be known as the Miracle Bowl in these parts.

Last summer there was a finish just as amazing in the Summer Olympic games in Beijing. In his quest to best the great Mark Spitz, Michael Phelps would win his seventh gold medal to equal Spitz, in a faction of a second. The finish is, and may forever be, the most amazing finish in sports. He did go on to win another gold Medal to take the title of the Most Winning Athlete in a single Olympic games.

As amazing as these events were, they were not the most amazing games I have personally witnessed. Years ago, I was on a crew officiating a football game, and at the introductions, one coach explained to the opposing coach the he has a medically fragile special needs boy on his team that he would like to play as a 12th man on defense. The opposing coach, knowing that there was no real advantage to this situation for either team agreed and told his players to be careful of the boy on the other team. Late in the game, the opposing coach sent a message via the game officials across the field asking the coach of the special needs boy to put him in on offense and give him the ball. The coach complied with the request. The boy was given the ball and to the cheers of both teams ran untouched for a touchdown.

This year I watched another amazing game. I was behind the plate for a local Ten-year-old and under, Recreation League softball game. As time ran out, I declared the game over, as the team up to bat would be unable under the rules of the League to come back and win. The coach of the winning team looked over at me and shook his head, “They have two players who haven’t batted yet. Let them bat.” The first girl came up to bat and swung at three balls for three strikes making three outs. I looked at the winning coach and he was holding up four fingers. I asked him if he want to play four outs? He shook his head and told me to let the batter take another pitch, which I did and she hit the ball and made it to first base. The final batter came up and hit the ball and the game was ended.

What made these two games amazing wasn’t that the players were making lots of money or that there was a championship on the line. There wasn’t so much as an inexpensive trophy at state. It was just for the love of the game and letting children enjoy the real reason games are played, for the fun of playing and the association of others who love the game. There was not a big crowd watching either game, just the players, the coaches and officials. Let us teach our Cub Scouts that games are Amazing not because we win or lose, but for the love of the competition and the lessons they teach.

I have often told people that when I am officiating, I have the best seat at the game. It isn’t because of the amazing things that are done. Often it is the amazing things that are taught to the players by the good men and women who are the coaches. As Cub Scout leaders, we are also in that role. Let go out an teach something A-Maze-ing.

Quotations

Quotations contain the wisdom of the ages, and are a great source of inspiration for Cubmaster’s minutes, material for an advancement ceremony or an insightful addition to a Pack Meeting program cover

You have to learn the rules of the game. And then you have to play better than anyone else.” **Albert Einstein**

Champions keep playing until they get it right.
Billie Jean King

Show me a guy who’s afraid to look bad, and I’ll show you a guy you can beat every time. **Lou Brock**

Don’t look back. Something might be gaining on you.
Satchel Paige

If at first you don’t succeed, you are running about average.
M.H. Alderson

It is a rough road that leads to the heights of greatness.
Seneca

Adversity cause some men to break; others to break records.
William A. Ward

Sweat plus sacrifice equals success. **Charlie Finley**

It’s not the size of the dog in the fight, but the size of the fight in the dog. **Archie Griffen**, two-time Heisman trophy winner (at 5ft 9 inches tall)

How you respond to the challenge in the second half will determine what you become after the game, whether you are a winner or a loser. **Lou Holtz**

My motto was always to keep swinging. Whether I was in a slump or feeling badly or having trouble off the field, the only thing to do was keep swinging [Hank Aaron](#)

Besides pride, loyalty, discipline, heart, and mind, confidence is the key to all the locks. [Joe Paterno](#)

The will to win is important, but the will to prepare is vital. [Joe Paterno](#)

You have to expect things of yourself before you can do them. [Michael Jordan](#)

Do not let what you cannot do interfere with what you can do. [John Wooden](#)

To succeed...You need to find something to hold on to, something to motivate you, something to inspire you. [Tony Dorsett](#)

Set your goals high, and don't stop till you get there. [Bo Jackson](#)

The difference between the impossible and the possible lies in a mans determination [Tommy Lasorda](#)

You can become a winner only if you are willing to walk over the edge. [Damon Runyon](#)

If you can believe it, the mind can achieve it. [Ronnie Lott](#)

To be prepared is half the victory. [Miguel Cervantes](#)

The only place where success comes before work is in the dictionary. [Vidal Sassoon](#)

The best and fastest way to learn a sport is to watch and imitate a champion. [Jean-Claude Killy](#)

Sam Houston Area Council

The integrity of the game is everything. [Peter Ueberroth](#)
Do you remember who Peter Ueberroth was?

The way a man plays a game shows some of his character. The way he loses shows all of it. [Unknown](#)

Life is a challenge, meet it!

Life is a dream, realize it!

Life is a game, play it!

Life is Love, enjoy it!

[Sri Sathya Sai Baba](#)

Don't go through life, GROW through life. [Eric Butterworth](#)

Happiness, that grand mistress of the ceremonies in the dance of life, impels us through all its mazes and meanderings, but leads none of us by the same route. [Albert Camus](#)

The three great essentials to achieve anything worth while are, first, hard work; second, stick-to-itiveness; third, common sense. [Thomas A. Edison](#)

Common sense is the knack of seeing things as they are, and doing things as they ought to be done.

[Harriet Elizabeth Beecher Stowe](#)

Man is most nearly himself when he achieves the seriousness of a child at play. [Heraclitus](#)

TRAINING TIP

Den Projects

[Bill Smith](#), *the Roundtable Guy*

Next to games, I would guess that the top den activity would be projects where the boys get to build grand and wonderful things. Boys of Cub Scout age love to build things. Several years ago I wrote a Training Tip that described some of the advantages of projects and the sorts of things that go on in a boy's imagination when he builds something. If you are new to Baloo's Bugle, you may want to go back to [September of 2005](#) and check it out.

About eight years ago Brad Farmer, then National Director of Cub Scouting, suggested that we eliminate the word **craft** from the Cub Scout vernacular and replace it with the word **PROJECT**

Brad felt that describing a Cub Scout activity as "craft" had a strong implications of busy work or fine, intricate handicraft that rarely appeals to young boys. **Project**, on the other hand, brings to mind things more physical, more boy-like. Apparently his suggestion has been largely ignored since most Cub Scout literature still uses *craft*. On my little roundtable website, I try to avoid using the word *craft* and so far only one person has ever complained about it.

Several approaches I have heard by den leaders used in planning den projects:

1. We need to keep them busy for another fifteen minutes so lets give them construction paper, glue and
 2. I saw these pretty gizmos in *FunPax* Magazine. The kids will just love to make them,
 3. We need to do Elective 3 so we will make door stops next week.
 4. We need some game equipment for our pack campout.
- Let's look in the *How-To Book*,

Which approach is used will have a huge affect on the outcome:

Busy work is a downer. By the age of 6, most children will spot busy work with ease. Many will put up with it for a short while with some level of resignation, but they won't line up to do it again. If your plan is to bore Cub Scouts, busy work will do it.

"Pretty" doesn't work for most Cub Scout projects. Try to see projects through the eyes of a boy. Tools, wood and paint are things to look for. Fine intricate craft projects can be frustrating for many boys. Beware of them.

Advancement and its badges are there to provide adventure and challenge for a growing boy. ([See last month's Training Tip.](#)) **Badge chasing** is the opposite. We should be more concerned with what happens to the boy rather than what happens to the badge.

What will it do? Making things that can be used for games works well. Look at some of the games on pages 3-38 through 3-41 of the How-To Book. Making the game equipment is just part of the fun. Using it is even better.

The best Cub Scout projects items do things. They fly, move, throw other things, explode, dig holes, fill holes, cut

things, mend other things, float, sink, or save the world from destruction. Some can be used to help the boy himself do exceptional things. Others serve well because they engender a boy's dreams of great exploits. The reason these work for den projects is mostly because boys at this age are mostly interested in doing. Remember the Cub Scout Motto? It's about doing – doing one's best. Look at that great list of projects on page 2-5 of the How-To Book. What will each of them do?

The *Cub Scout Leader How-To Book* lists several ways to judge the value and success of den projects:

- Are the boys learning things that will be helpful for them later?
- Do the projects reflect the interests and abilities of Cub Scout-aged boys?
- Do the den and pack projects help create opportunities for more family activities?
- Do the boys enjoy working on projects?
- Do they have adequate working space, tools and materials?
- Are the boys given an opportunity to use their own initiative and imagination in planning and making projects?

In general, projects require more planning and more preparation than most other Cub Scout activities. Just getting the material assembled and ready for use can be a major job – and expense. The really effective projects – the ones that grab boys' attentions and prepare them for life – are special and deserve the leaders' best talents and skills. My advice to den leaders is to look ahead and plan three or four good projects for the coming year that fit needs, resources and themes. Then plan for fun and success. Run each project through the above check list to assure yourself that each has the potential for success.

Projects often require lots of one-on-one help for the more challenging steps. You may need more help at your den meeting if the project involves new skills or intricate procedures. Getting parents involved with your den meetings may either add to your difficulties or, on the other hand make your life a lot easier so plan accordingly.

It's important to have enough help when you schedule building projects. One of the most valuable benefits of a good project is that feeling of accomplishment one gets from getting it right. Messing up is the opposite. Our den activities must never discourage or demoralize a boy who is trying to do his best.

It might seem like a trivial concern but our society tends to discourage large numbers of our youth to the point of limiting their hopes and aspirations. Consider [The "Boy Crisis"](#) from BoyProject.net.

Since the late 1970's, young women have soared in college attendance while young men have stagnated. Young men's literacy is declining. Many young men are disengaging from school. Young men are less likely to be valedictorians, to be on the honor roll, and to be active in organizations like student government. Young men are more likely to get D's and F's, to be suspended or expelled from school, to drop out of school, and to commit suicide.

We are losing young boys to a sense of failure that comes from schooling poorly adapted to their needs. We are losing adolescent males to the depression that comes from feeling neither needed nor respected. We are losing young men to life tracks that include neither college nor any other energetic endeavor.

A large, sullen, poorly educated group of men will not keep the nation vital in the twenty-first century. The nation needs the energy, initiative, and ambition of its young men as well as its young women.

The real benefit comes from the worthwhile things children learn as their self-confidence, inner strength, and self-esteem grows. Keep that Cub Scout Motto fixed firmly in mind. I was impressed by the sentiment expressed by screen-writer Tina Fey when she said, *"I want to thank my parents for somehow raising me to have confidence that is disproportionate to my looks and my abilities."*

I hope that in years to come, America's writers, teachers, builders and leaders will be saying similar things about each of you.

What are YOU going to do now?

Go get 'em. We need all the help we can get.

*The best gift for a Cub Scout.....
.....get his parents involved!*

✓ **Also, be sure to visit Bill's website**

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

to finds more ideas on everything Cub Scouting.

***Have any [Comments for Bill](#)
just click right here!***

PACK ADMIN HELPS

Portraying The Positive Values Of Scouting
Sam Houston Area Council

The aims of the Boy Scouts of America are to develop character, citizenship, and personal fitness (including mental, moral, spiritual, and physical fitness) in today's youth. All activities -- including den, pack, troop or crew meeting programs, adult training events or committee meetings, camp programs, and campfire programs -- contribute to the aims of Scouting.

One of the important elements of Scouting is fun. When utilizing humor and fun in Scout activities, leaders should keep in mind that amusing and entertaining program elements are excellent opportunities to reinforce and teach the values of Scouting – to both youth and to adults. The fun and humor of these program elements must not, however, detract from nor contradict the philosophy expressed in the Scout Oath and Law, the Venturing Oath and Code, or the Cub Scout Promise and the Law of the Pack.

Every Scouting activity should be a positive experience in which youth feel emotionally secure and find support, not ridicule, from their peers and leaders. Everything we do with our Scouts – including songs, skits, and ceremonies -- should be positive, meaningful, and help teach the ideals and goals of Scouting.

Some guidelines for determining appropriate Scouting activities include:

- ★ Cheers, songs, skits, stunts, stories, games, and ceremonies should be positive, build self-confidence and self-esteem, and be age-appropriate.
- ★ Name-calling, put-downs, hazing, ridiculing, physical harm, or the portrayal thereof, are not appropriate in any Scouting activity -- including skits, ceremonies, or other presentations.
- ★ References to undergarments, nudity, or bodily functions are not acceptable, nor are skits or other activities with sexual connotations.
- ★ Cross-gender impersonation is not an appropriate activity.
- ★ Derogatory references to ethnic or cultural backgrounds, economic situations, and disabilities are not acceptable.
- ★ Alcohol, drugs, gangs, guns, suicide, and other sensitive social issues are not appropriate subjects.
- ★ Wasteful, ill-mannered, or improper use of food, water, or other resources is not appropriate.
- ★ Scouts and Scouters should refrain from "inside jokes" which are exclusionary and have meaning to only part of the audience.
- ★ To encourage citizenship and respect for patriotic ideals, the lyrics to the following patriotic songs should not be changed: "America," "America the Beautiful," "God Bless America," and "The Star-Spangled Banner." Similar respect should be shown for hymns and other spiritual songs.
- ★ Always consider your participants and your audience in evaluating the age-appropriateness of the material. Avoid scary stories and other activities that may frighten your youth.
- ★ All Scouting activities should reflect the values and ideals of Scouting as outlined by the Scout Oath and Law, the Cub Scout Promise and Law of the Pack, the Venturing Oath and Code, and the aims of Scouting.

As leaders of the Boy Scouts of America, it is our responsibility to model the values of the organization and set a high standard for appropriateness in all Scouting activities.

When making decisions, resolve to follow the high road philosophy – if in doubt, take it out.

IF IN DOUBT, TAKE IT OUT!

Your Blue & Gold Banquet

Kommissioner Karl

Seneca District, Buckeye Council

NO – It is NOT too early!!! CD

The Blue & Gold banquet is the highlight of the winter months for most Cub Packs. If yours isn't, it probably needs help. Here are some simple guidelines to help you plan a successful Blue & Gold.

2 to 3 months before the Blue & Gold Banquet.

You need to make your final decision on your date & time with the Pack Committee. Ask some of the parents to help with the arrangements (this is your Blue & Gold Committee). This will make the job much easier. You will have a lot of ideas to share with each other.

Dates - Dates for the Banquet are usually set by the Pack Committee at the beginning of the calendar year. You may use the date that corresponds with your monthly Pack meeting. Some groups like to choose a Friday night, Saturday night or a Sunday afternoon.

Locations - Use your regular Pack meeting place. Some groups are allowed to use the Charter Organization facilities to hold their Blue & Gold dinner. Check with your Charter Organization to see if this could be a possibility for your Pack. Check with local Churches. Some local churches will allow you to use their Fellowship Hall to have your dinner. Don't be afraid to check with the church you attend or maybe that of another member of Pack Committee. Other churches will allow you to use their Fellowship Hall if you use their Youth Group to help with the dinner. Some youth group raise money by preparing and serving dinners. This will help them earn money towards their mission trips. Check with your school - some areas will allow you to use the school.

Budgeting for the Dinner - Check with your Pack Committee to see what type of money has been set aside for the Blue & Gold Dinner. You may see if the Committee will set money aside from the Popcorn sales to pay for professional entertainment. You may decide to charge each family a small fee to cover the cost of the meal or entertainment.

Planning Your Menu

Cover Dish dinners - This is a fun way for families to show off their best dishes. It is fun to share your favorite dish with a friends. The down fall to this is - most parents work. If your dinner is on a week night it is hard to get home from work and prepare something for the dinner. This is why we see a lot more hot deli in the grocery stores now.

Have a spaghetti dinner - Your committee could prepare a simple spaghetti dinner for the Pack. Ask for volunteers to help with the dinner. There is always a Mother or Grandmother that would enjoy helping with something like this. Don't be afraid to **ask**.

Check with a local restaurant - Local restaurants may have catering for family style meals. Often you can get a good deal on chicken or pizza if you mention you are from a Scout group.

Check with a local church youth group - Several area youth groups are always raising money for Mission trips. Contact your local churches to see if they do any dinners as fund raisers. Check with other parents from the Pack they may know of some groups looking for fund raisers. Often these are full dinners that cost under \$5 per person.

Entertainment - Entertainment is the lynch pin of the Blue & Gold event. If you are skipping this, you are missing out on making the dinner something that everyone looks forward to. You may consider some or all of these options:

Skit night - Each Den Prepares a skit or song to present as part of the program. Great suggestions for skits can be found at Roundtable Meetings or at www.macscouter.com. It doesn't matter if the boys get it perfect. It is the pride they have performing for their parents and friends.

Poll your Parents - See if there are any parents with hidden talents. Again don't be afraid to ask if anyone would like to

entertain at your dinner. You may find a Mariachi band member, a juggler, magician or storyteller.

Book outside entertainment - if your pack is big enough to add a small amount to the dinner cost, or if you budget some funds from the popcorn sale, you may consider hiring a professional entertainer. There are a lot of people out there to choose from. If your local school has a program, check with them to see who they have used. Check with local Colleges - They may have students that will perform for a fee, or maybe for free.

4 - 6 Weeks before the Banquet

Send out flyers reservation flyers. You need to include the date, time, cost and location on your sign up sheet. Always include a date when you need your RSVP turned back in by. It works best to collect the money ahead of time. You will always have a few people call at the minute wanting to attend. Always include a person's name on the flyer that the family members may contact if they have a question. Make your den leaders responsible for collecting the flyers and money to turn into you.

Select a Theme for the Blue & Gold Dinner

Your imagination does not even limit you here. There is a wealth of information on the internet for decorations, themes, and often with instructions and pictures. Simply search for "cub blue gold" and see what you like. There are also several other resources such as:

Cub Scout Program Helps - Each year the Program helps will give you a theme idea. You may want to use this idea or use it as a building block for something similar. I have used old ideas from the old Program helps.

Roundtable Meeting - Each month the Roundtable will focus on a theme that could be used for your dinner. The CS RT Planning Guide calls for a Blue & Gold presentation in the Pack Admin break Out this (October) month. In January the Roundtable will focus on the February theme, which you may want to consider for the banquet.

Traditional Blue & Gold - Many groups like to use the traditional Blue & Gold theme. Decorate your tables with Blue & Gold table clothes, placemats, napkins and balloons. This is great, and underscores the theme of a celebration of Scouting.

Use your imagination - Have fun with your ideas. You can use any type of theme you would like. Examples: Happy Birthday Cub Scouts, Fiesta, Celebrate Ohio Anniversary, Celebrate your Pack Founding Date (Milestone Marks), Red/White/Blue

Plan Decorations

Use decorations that go along with your theme. The decorations could be made by the committee or ask the dens to help make the centerpieces for the dinner. Demonstrate the centerpiece project at your Pack Committee meeting and have each den make their own centerpieces for the banquet theme. This can be especially helpful if you are short-handed. Purchase placemats or allow each den to make their own placemats for their families. Be sure the Scout makes enough for his entire family so no one is left out. If you want to go with purchasing, there are special Blue & Gold placemats at most Council stores. Use Blue & Gold Balloons tied in the center of each table or on the backs of

chairs. Plan for some special treats at each place setting: theme cookies, candy, nut cups.

Send Out Invitations

Make sure you include a name and phone number for them to follow-up with. Unit Commissioners, your Church Minister, Chartered Organization Rep, District Executive, District Commissioner and District Chairman can all be invited. Be sure and contact the District Family Friends of Scouting Chair to schedule your FOS presenter, and confirm the time you have allotted them.

1 to 2 Weeks before the Banquet

Finalize EVERYTHING - Get your final count together. Collect and balance your money from families ahead of time. You may have to call the den leaders and remind them that the counts are due. If you are having another group catering your banquet, call them and confirm the date and count for the dinner. Also check to see if they plan for any additional people. There is always a few people that will call the day before or the day of the dinner wanting to attend. Remind Pack Treasurer, which checks need to be issued and amounts the night of the dinner. Often your entertainment or caterer wants paid the night of the dinner. Make a sign in sheet. Check everyone in as they arrive, if any one owes money, collect it then.

Programs - The banquet is a special celebration. You should consider printing a simple program. Include all the award that the boys are receiving that night. Everyone likes to see their name in print. It is nice if the Den Leaders plan for the boys to get their rank badges during the Blue & Gold. It also a great time to print a small thank you to everyone that has helped put the dinner together. You should also include a thank you to the parents for their support during the year.

Blue & Gold's are should be the showcase of your winter program. If your unit has special awards, you may want to give them out there. Other units plan the a father/son cake bake auction as a fund raiser to help pay for the entertainment. Be sure to recognize the Pack Committee at the banquet for a big round of applause. An "atta-boy" goes along way to getting people to help in the future.

SPECIAL OPPORTUNITY

Chess Belt Loop and Pin

www.usscouts.org



The requirements listed below are taken from the Cub Scout Academics and Sports Program Guide (34299B) 2006 Printing

Webelos Scouts that earn the Chess Belt Loop while a Webelos Scout also satisfy requirement 8 for the Scholar Activity Badge.

Belt Loop



Complete these three requirements:

- 1) Identify the chess pieces and set up a chess board for play.
- 2) Demonstrate the moves of each chess piece to your den leader or adult partner.
- 3) Play a game of chess.

Academics Pin



Earn the Chess belt loop, and complete five of the following requirements:

- 1) Demonstrate basic opening principles (such as development of pieces, control center, castle, don't bring queen out too early, don't move same piece twice).
- 2) Visit a chess tournament and tell your den about it.
- 3) Participate in a pack, school, or community chess tournament.
- 4) Solve a pre-specified chess problem (e.g., "White to move and mate in three") given to you by your adult partner.
- 5) Play five games of chess.
- 6) Play 10 chess games via computer or on the Internet.
- 7) Read about a famous chess player.
- 8) Describe U.S. Chess Federation ratings for chess players.
- 9) Learn to write chess notation and record a game with another Scout.
- 10) Present a report about the history of chess to your den or family.

Cub-Safe Chess Resources For Kids

<http://www.geocities.com/~Pack215/aands-chess.html>

And thank you for the picture up top, too. CD

- [Beginner's Chess Page](#) - want to learn to play Chess? Check out this page.
- [Chess for Kids](#) - learn how to play chess with this ThinkQuest site! It includes basic tactics, more advanced strategies, and hints on tournament play.
- [Chess in the Schools](#) - this foundation provides chess instruction and materials to children in New York public schools.
- [Chess is Fun](#) - learn about chess tactics and openings, or view some of the greatest chess games ever played.
- [Chess Lover's Paradise](#) - meet this young chess player and learn about the siamese and triamese versions of the game.
- [Chess Mentor](#) - the Kasparov-Deep Blue Rematch: Put yourself in the players' seats and try moves for yourself!
- [Chess Tutorial](#) - let Chessking.com teach you all about chess! Learn phrases of the game, how each piece moves and captures other pieces, combinations, and much more.

- [Chess Variant Pages](#) - all the different versions of the game.
- [Club Kasparov](#) - virtual home of the world's greatest chess player.
- [Duif's Place: Chess for Fans and Tournament Players](#) - meet today's young chess superstars and find out how you can get started playing in tournaments.
- [Learn2 Play Chess](#) - if you've always wanted to learn to play chess but were worried about all the rules, this site has clear explanations of the rules and how to play.
- [U.S. Chess Center](#) - everything you want to know about chess.

Boys' Life Reading Contest for 2009



SAY 'YES' TO READING

Enter the 2009 Boys' Life Reading Contest

Keep checking www.boyslife.org to see when the 2009 info is published. Or better yet, sign up on the Boys' Life site for an RSS feed to let you know when it is posted!!!

Note - the patch above is the 2008 -

I am sure there will be a new one in 2009!! CD

Knot of the Month

The Three Most Important Knots

A Personal Opinion

Commissioner Dave

On my best dress uniform I have 13 knots which account for 15 or so different awards. On my plainest uniform I have three knots. The three knots I consider the most important in motivating a youth. They are my Arrow of Light, my Eagle and my Youth Religious Award (*I earned the Pro Deo et Patria which required 150 service hours*). I consider these important because they show the boys of today that as an adult, I am still very proud of my accomplishments as a youth.

Now, an adult cannot earn any of these knots but they can still be awarded to him. When you recruit a new Dad, ask him if he was a Scout as a boy. And if he was, what he earned. If he earned his Arrow of Light or Eagle, go out and buy him the knot for his uniform and present it to him when you install him as a leader (*or even if he has not signed up yet, buy him one and present it to him. Maybe it will nudge him over the line to sign up*) Do it with flair and style. Make his son feel really proud of him. *I have a gentleman in my Pack who earned his Eagle in Puerto Rico (The pack is in NJ), he will be getting an Eagle Square Knot at our next Pack Meeting!!!* Many new to Scouting parents who are former Scouts, do not realize these knots are available.



Arrow of Light Square Knot



Eagle Square Knot



Eagle Square Knot
for NESA Life Members

NESA Life Members may purchase and wear a special version of the Eagle Scout Square Knot with a silver Mylar border, as illustrated above. **BUT only one Eagle Square Knot may be worn.**



Now, you notice I left out the Religious Award. This is because this knot may be worn by any Scout or Scouter that completed a religious emblem program as a youth member. They may have earned it in Girl Scouts, 4-H, Campfire, or other. It does not matter. The administration of religious emblem programs is conducted by the various religious organizations. The Scout's religious organization (local church) usually presents the religious emblem upon completion of the religious emblem program. Units then frequently honor the recipient with a presentation of the Universal Youth Religious Emblem Square Knot.

Therefore, you need to include Moms as well as Dads in your discussion about these awards. If a lady earned the award as a youth, she can wear the knot.

For the God and Country Series for Protestant youth, the program and awards are the same for boys and girls regardless of organization. *This is a change from when I wrote National when my daughter earned her God and Me(1993), and they told me that even though it was the same award, she could not wear the Knot if she became a Boy Scout leader because she did not earn it as a Boy Scout.*

Now don't get me wrong. I am proud of all my knots. Each one represents a lot of work and a lot of time helping boys. I do wear them. Silver Beaver, District Award of Merit, Distinguished Commissioner, Scouter's Key, Cubmaster, and more. This summer at PTC I congratulated my friend Diane on her Silver Buffalo and Silver Antelope. She was very excited about them. She still serves as a Commissioner - so she can see Scouting in action at the boy level and make sure the message gets through. She knows it is getting the program to the boys that counts.

You see a boy doesn't care if you have been a good leader. He doesn't care how many awards you have. He wants to an exciting program and to have fun. He wants to know what he is doing is worthwhile. So if you are a good leader with an exciting program and on top of that can show him as a boy you were a Scout, like he is and you are still proud of that fact, he will probably stay with you in Scouting.

A short story. My son and daughter went to a great Orthodontist. The best in our area (*and he is an Eagle*). Lots of awards and recognition. My son had no problems with the orthodontist. However, he and my daughter did not get along. She often said, "I do not care how many years he has been an orthodontist. I don't care how many awards he has earned. And he tells me about them all the time. I don't care if my brother liked him. He doesn't treat me right. He acts like he is the great all knowing poobah of braces and I do not matter. I am just another mouth to him." (PS they both finished with that orthodontist and both have beautiful teeth)

Translating that to Cub Scouting, if all you do is brag on your knots and you don't run an exciting and fun program, it doesn't matter how many you have - the boys will vote with their feet.

Stay involved with the boys. They always let you know when something isn't working. And be sure to

HAVE FUN!

GATHERING ACTIVITIES

Because this month's theme is aimed at mind games as well as other kinds, I have added a mind games section in addition to the Games section. Many of the games there are suitable for Gathering Activities. CD

Note on Word Searches, Word Games, Mazes and such – In order to make these items fit in the two column format of Baloo's Bugle they are shrunk to a width of about 3 inches. Your Cubs probably need bigger pictures. You can get these by copying and pasting the picture from the Word version or clipping the picture in the Adobe (.pdf) version and then enlarging to page width. **CD**

Play Fair & Square

Sam Houston Area Council

How many squares can you find in the grid below?

(The answer is 30)

Indoor Games

Catalina Council

Find and circle all of the games that are hidden in the grid.
The words may be hidden in any direction.

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

- BATTLESHIP CAT'S CRADLE CHARADES
- CHECKERS CHESS CRAZY EIGHTS
- GO FISH HOTTER, COLDER I SPY
- JACKS MONOPOLY MUSICAL CHAIRS
- SOLITAIRE THUMB WRESTLING
- TIC, TAC, TOE OLD MAID TIDDLYWINKS
- TWENTY QUESTIONS

Outdoor Games

Catalina Council

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

Find and circle all of the games that are hidden in the grid.
The words may be hidden in any direction.

- CRACK THE WHIP TAG DODGE BALL
- FREEZE HIDE AND SEEK HOPSCOTCH
- HOT POTATO JUMP ROPE KEEP AWAY
- KICK BALL KICK THE CAN LEAP FROG
- MARBLES MOTHER, MAY I? RED ROVER
- SIMON SAYS TETHERBALL TUG OF WAR
- WALL BALL

TOSS THE BIRD

Sam Houston Area Council

This is a tag game with a twist.

- ★ The "bird" can be a knotted towel or some other soft object suitable for throwing.
- ★ You can have as many as you think are necessary.
- ★ The point is that you can't be tagged if you are holding a bird.
- ★ Scouts can toss the bird(s) to each other to help "protect" each other from being caught.
- ★ You will want to have fewer birds than you have people who are being chased.
- ★ More than one person can be "it."

Pencil Puzzle 1

Catalina Council

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

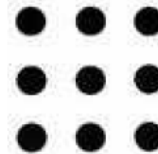
How many letters of the alphabet can you write (capital letters) without taking your pen off the page and not going along a line you have already drawn?

The answer to this depends on how you write your letters so there is no single answer.

Pencil Puzzle 2

Catalina Council

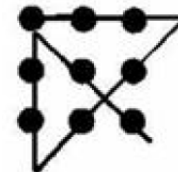
Draw a square made up of dots like this one on your piece of paper.



Now, without lifting the pencil from the page, draw no more than four straight lines that will cross through all nine dots.

Answer:

The answer you will usually find in books is shown here:



But there are a number of answers. No one said what size the puzzle was - if you draw it very small and then have a very thick pencil you might even be able to cross all the dots with one line! And no one said the paper had to be kept flat - you could try folding it or rolling it up, which both give you another way of solving the puzzle.

Gathering Ideas*Alice, Golden Empire Council*

- ✓ Create a life-size maze or labyrinth at the entrance to your Pack Meeting room. Have each family walk through as they enter. At the end, they can each get a special award, such as "I Walked the Labyrinth" or "I Conquered the Maze"
- ✓ Maze or Not? Download pictures of mazes and labyrinths and display them. See the Maze World website for some great pictures, or go to Google. Individual or team must decide which is a maze and which is a labyrinth. Winning person, family or team gets first chance at the refreshments.
- ✓ Give each den a list of trivia facts - see ideas under Theme Related for facts about mazes, and/or puzzles & games, Pinewood Derby or cars and racers, and let them come up to share their favorites from time to time during the pack meeting.
- ✓ Create your own trivia game - Use the facts under Theme Related to create a game. One idea: True or False? - mix up the trivia facts, then make it a team competition between dens or families to recognize what is true. Or pit the boys against the parents for even more fun!
- ✓ Have maze games for people to play – even if you are having a Pinewood Derby, it will keep everyone busy during weigh-in and set up.

Wonders of the Modern World*Catalina Council*

Peep shows are lots of fun. This show is more fun than ever, because it's full of wonderful surprises.

Set up:

- ✓ Round up as many shoe boxes as you need for the items to be featured. The more, the merrier.
- ✓ Cut a peep hole in the front of each box.
- ✓ Across the top, near the other end, cut a slot about 1/2" wide.
- ✓ Place an attraction in each box.
- ✓ A few strategically placed pieces of tape around the lid should help keep curious Cubs out of the box.
- ✓ Arrange your boxes on a table with the peep holes at eye level.
- ✓ Label each box to dramatize what's inside.

Here are some suggestions:

- BULLDOZER: A picture of a sleeping bull.
- HAIRLESS DOG: a hot dog.
- HEART TRANSPLANT: A small flowerpot with a tiny branch covered in cut-out hearts.
- ROCKETRY: Roll a piece of paper to resemble a tree trunk. Snip tabs at one end to paste trunk to cardboard base. Add some paper branches. Cut rockets from paper and hang from branches. Now you have your Rocket Tree.
- POLAR ICE CAP: Cut and assemble a block from a piece of clear acetate. Make a paper hat and set on cube.
- FIVE SENSES: Here's a real quickie! Paste five pennies on a piece of cardboard or heavy paper. Get it?

- OCEAN LINER: Pile up a little pile of sand on a piece of cardboard.
- AUTOMATIC DISHWASHER: Mom will get a kick out of this. Draw or cut out a picture of a dog licking a plate clean.
- RUINS OF CHINA: Ask mom for an old dish. Smash it into a couple of pieces and glue the pieces to a cardboard base.
- WOMAN (OR MAN) WITH EYES IN BACK OF HER HEAD: A picture of the den leader or Cubmaster.

OPENING CEREMONIES**The Value of Games***Catalina Council*

Materials: Four signs for Cubs to hold with Honesty, Perseverance, Positive Attitude, and Resourcefulness written on them.

Set up: The four Cubs with the signs stand out of sight (in the audience, behind the curtain, on the side lines). The Cubmaster (CM) and Assistant Cubmaster (CA) or two other leaders are up front having a discussion. The CM has a newspaper and a pen.

- CM Boy, this crossword sure is tough today. I could sure use some help. (Calls CA), can you help me finish this before the meeting starts?
- CA Sure, I love doing crosswords. Maybe the Cubs can help, too
- CM Okay, lets go. I need a seven-letter word that means, "telling the truth and being worthy of trust."
- Cub #1 (Comes on stage) I know, I know, it is Honesty (shows his sign to audience)
- CM You are right! (Cub goes to center stage, continues to hold his sign up)
- CA Now number 7 down is a 12-letter word meaning, "sticking with something, and not giving up, even if it is difficult."
- Cub #2 (Come on stage) How about Perseverance? (shows his sign to audience)
- CA You are right! (Cub #2 joins Cub #1 at center stage, both hold their signs up)
- CM Now number 5 across is 2 words meaning, "Being cheerful and setting our minds to look for and find the best in all situations."
- Cub #3 (Comes on stage) Is it Positive Attitude?
- CM Right again! (Cub #3 joins others, all hold their signs up)
- CA Now number 2 down is a 15 letter word meaning, "Using human and other resources to their fullest."
- Cub #4 (Comes on stage) Resourcefulness!!
- CA WOW! These Cubs sure are smart. (Cub #4 joins others, all hold their signs up)
- CM Yes, and isn't it amazing what they can learn playing games! (Point to the signs)

Got Game?*Sam Houston Area Council*

Setting –6 Cub Scouts, each with a verse, holding up a different game, or showing the skill. Print their parts in LARGE letters. Cub #6 Could be an adult leader.

Cub # 1: I like board games that make you think.
I like to strategize.

Cub # 2: I like running games to show my speed.
I have to use my eyes.

Cub # 3: I like puzzles, marbles, and playing "Go Fish"
I can play them with a friend.

Cub # 4: I like games that we make up on the spot.
I like to pretend.

Cub # 5: There are so many different types of games to
play, we can find one that interests every Scout.

Cub # 6: Let's get started playing, but first let's stand for
the Pledge of Allegiance.

A "Maze" of Possibilities Opening*Alice, Golden Empire Council*

Props: Pictures for each Scout to hold up, with their part written in LARGE letters on the back. Photos of different mazes are available at

www.astrolog.org/labyrnth/daedalus.htm ; scroll down to Life Size Mazes to see pictures.

Narrator: We have been learning about mazes this past month, and we'd like to share what we've learned with you.

Cub # 1: We learned that a maze "hides" your destination from you. There are lots of possible paths. Sometimes, they use walls made of corn! (*shows picture of a corn maze*)

Cub # 2: Other mazes have been made using fences, hedges or even mirrors. (*holds up a picture of a maze not made of corn*)

Cub # 3: A maze makes you think about solving problems – you have to remember where you have been to find your way out! (*holds up a picture of a boy with a "light bulb" idea*)

Cub # 4: We also learned about labyrinths – people use them to meditate or think creatively. You can see where you're going and walk a definite path to the center. (*holds up a picture of a labyrinth*)

Cub # 5: Some of the oldest labyrinths were made out of tile in the Middle Ages. They are sometimes found in churches. (*holds up a picture of a labyrinth*)

Cub # 6: Some labyrinths are made in sand, or snow, or using sod or bricks. We even made one out of chalk! (*holds up a picture*)

Narrator: As you can see, mazes and labyrinths come in many different materials and sizes. We discovered there are lots of possibilities! As Scouts, we are also discovering the many possibilities, the many different paths we can take – especially in a free land like the United States! Please join us now as we honor our flag with the Pledge to Allegiance.

Discover*Sam Houston Area Council*

Setting – Cubmaster (CM), 8 Cub Scouts, letters that spell D-I-S-C-O-V-E-R with the appropriate verse on the back in LARGE print.

Scene – 8 Cub Scouts in a line, or let them take turns entering the stage area and exclaiming their verse. Have them stay on "stage" (by the Cubmaster) after each finishes his turn.

Have each Cub say his letter loud and strong and then the words. Don't say "D is for ..."

Say "Dee - Destination Fun!"

Cub # 1: D Destination fun!

Cub # 2: I Imagination!

Cub # 3: S Silly things to do!

Cub # 4: C Character counts!

Cub # 5: O Original thinking!

Cub # 6: V Versatile activities!

Cub # 7: E Everyone can play!

Cub # 8: R Ready or not, our pack meeting is starting!

CM With our theme of Amazing Games, I think our Cub Scouts have just told us what they expect to "discover" during our pack meeting. We are in for a treat! To get us started, please stand and join us in the Pledge of Allegiance.

Imagine Ceremony*Catalina Council*

Preparation -6 signs with a big question mark on the front and the parts on the back in LARGE print, 7 Cub Scouts

Cub # 1: Imagine what the world would be like without Cub Scouts.

Cub # 2: Imagine what the world would be like without gravity.

Cub # 3: Imagine what life would be in the future.

Cub # 4: Imagine what the world would be like without cars and trucks.

Cub # 5: Imagine what the world would be like without computers.

Cub # 6: Imagine what the United States would be like without our freedom?

Cub # 7: (Pause for a minute for reflection) Please join me in pledging allegiance to that freedom.

Games*Catalina Council*

Boys Line Up across the front of the room in order and each in turn reads their part.

Cub # 1: G - Games are fun and teach us a lot.

Cub # 2: A - Active Games or Board Games, they are all fun for us.

Cub # 3: M - Monopoly, Checkers, Tag, Relays, Chess

Cub # 4: E - Each must take turns and be patient between.

Cub # 5: S - Sportsmanship is a lesson learned.

CM: Now please join us in the Cub Scout Promise.

Who Wants To Play?*Catalina Council***Cast:** 6 boys (or 5 boys and a adult)**First 5 boys** - Each walks across the front (one at a time) holding up a game in a box for all to see.**6th boy** - walks across the front and says, "Games are Amazing! Wanna Play?"**Cubmaster:** Please join us in the Pledge of Allegiance.

AUDIENCE PARTICIPATIONS & STORIES

Family Game Night*Sam Houston Area Council*

Divide the audience into 6 groups. Assign each group one of the words listed below. When their item is mentioned in the story, the assigned group should shout the designated saying. Have a practice session before starting the story.

GAME(S):	Everyone says, "Let's play!"
FAMILY:	"We have fun together!"
HOMEMADE:	"I made it myself!"
SKILL:	"More points for me!"
ACTIVE:	"My turn!"
RIDE (RIDING):	"Zoom, zoom!"
CHASE (CHASING):	"Try to catch me!"

If you ask the Link FAMILY what their favorite FAMILY activity is, they will certainly tell you, "FAMILY GAME Night." That's when they have the most fun together.

The Link FAMILY takes their GAME night very seriously. Everyone in the FAMILY gets to suggest their favorite GAMES. Choosing GAMES to play on GAME night is an important decision and this is how that decision is made.

Each person in the FAMILY chooses two GAMES they would like to play. Dad usually suggests a HOMEMADE GAME like Box Hockey or The Putting Game. Mom's favorite GAMES are usually GAMES of SKILL. She might suggest darts or ping pong. Sally likes ACTIVE GAMES like Red Light, Green Light and Potato Race. Mitch likes everyone to play GAMES while RIDING on their bicycles. He chooses GAMES like Hitting the Target or Snail Race. And little Charlie's favorite GAMES are CHASE GAMES like Body Tag or Catch the Dragon's Tail.

Dad Link writes each FAMILY member's GAME suggestions on strips of paper. This adds up to 10 strips of paper with GAME ideas. There are always two HOMEMADE GAMES from Dad, two GAMES of SKILL from Mom, two ACTIVE GAMES from Sally, two RIDING GAMES from Mitch, and two CHASING GAMES from little Charlie. Dad puts all the suggestions in a hat. Every FAMILY GAME Night they take time to play four games. Tonight, little Charlie picks out four strips of paper.

The first strip reads "Hitting the Target." This is a RIDING GAME so Mitch is happy, but since it is also an ACTIVE GAME, Sally is happy, too. And it is a GAME of SKILL, Mom is excited about this choice. The second strip reads "Body Tag." This is a CHASING GAME, so little Charlie is

ready to run. But it is also an ACTIVE GAME, so Sally is on her toes, too. The third strip of paper reads "The Putting Game." This is a HOMEMADE GAME from DAD, so he is all prepared with what he made. But it is also a GAME of SKILL, so Mom likes this game, too. And the fourth strip has "Potato Race" written on it. That is Sally's suggestion for an ACTIVE GAME but it is also a RIDING GAME so Mitch is very excited to play. And Dad says, it is also a HOMEMADE GAME, so he gets another favorite, too.

There seems to be something for every member of the Link FAMILY to like about each of these GAME suggestions! Each person liked each GAME for a different reason. But no matter which GAME is chosen, the one thing that all the Links agree on is that because it is their FAMILY night, they choose to play together, and that is the best choice of all.

Casey at the Bat*Catalina Council*

The parts in this are not very evenly divided - there are 22 Casey's, 11 Bats and Balls and 6 Fans. Maybe you divide the group in half and have everyone do Fans?? CD

Divide the audience into 3 groups. Assign each group one of the words listed below. When their item is mentioned in the story, the assigned group should shout the designated saying. Have a practice session before starting the story.

Casey:	"That's me"
Fans:	Cheering sound
Bat or Ball :	"It's a hit"

Now enjoy this famous poem.

Casey at the Bat

by Ernest L. Thayer

The outlook wasn't brilliant for the Mudville nine that day, the score stood four to two, with but one inning more to play. And then when Cooney died at first, and Barrows did the same, a pall-like silence fell upon the FANS of the game. A straggling few got up to go in deep despair. The rest clung to that hope which springs eternal in the human breast. They thought, "If only CASEY could but get a whack at that. We'd put up even money now, with CASEY at the BAT." But Flynn preceded CASEY, as did also Jimmy Blake; and the former was a hoodoo, while the latter was a cake. So upon that stricken multitude, grim melancholy sat; for there seemed but little chance of CASEY getting to the BAT.

But Flynn let drive a single, to the wonderment of all. And Blake, the much despised, tore the cover off the BALL. And when the dust had lifted, and the FANS saw what had occurred, there was Jimmy safe at second and Flynn a-hugging third. Then from five thousand FANS and more there rose a lusty yell; it rumbled through the valley; it rattled in the dell; it pounded through on the mountain and recoiled upon the flat; for CASEY, mighty CASEY, was advancing to the BAT.

There was ease in CASEY's manner as he stepped into his place; there was pride in CASEY's bearing and a smile lit CASEY's face. And when, responding to the cheers, he lightly doffed his hat, no stranger in the FANS could doubt 't was CASEY at the BAT. Ten thousand eyes were on him as he rubbed his hands with dirt. Five thousand FANS applauded when he wiped them on his shirt.

Then, while the writhing pitcher ground the **BALL** into his hip, defiance flashed in **CASEY's** eye, a sneer curled **CASEY's** lip. And now the leather-covered sphere came hurtling through the air, and **CASEY** stood a-watching it in haughty grandeur there. Close by the sturdy **BATS**man the **BALL** unheeded sped -"That ain't my style," said **CASEY**. "Strike one!" the umpire said. From the benches, black with people, there went up a muffled roar, like the beating of the storm waves on a stern and distant shore.

"Kill him! Kill the umpire!" shouted some **FANS** on the stand, and it's likely they'd have killed him had not **CASEY** raised his hand. With a smile of Christian charity, great **CASEY's** visage shone, he stilled the rising tumult, he bade the game go on. He signaled to the pitcher and once more the dun sphere flew, but **CASEY** still ignored it, and the umpire said, "Strike two!" "Fraud!" cried the maddened thousands, and echo answered "Fraud!"

But one scornful look from **CASEY** and the audience was awed. They saw his face grow stern and cold; they saw his muscles strain, and they knew that **CASEY** wouldn't let that **BALL** go by again. The sneer has fled from **CASEY's** lip; the teeth are clenched in hate. He pounds, with cruel violence, his **BAT** upon the plate. And now the pitcher holds the **BALL**, and now he lets it go, and now the air is shattered by the force of **CASEY's** blow.

Oh, somewhere in this favored land the sun is shining bright. The band is playing somewhere, and somewhere hearts are light. And, somewhere men are laughing, and little children shout, but there is no joy in Mudville - mighty **CASEY** has struck out.

Rindercella

Catalina Council

This is just a fun read-it-to-them story. Better get lots of practice before attempting it, though— it's not an easy read!

Once upon a time in a corn foundry there lived a beautiful girl and her name was Rindercella. Now Rindercella lived with her mugly other and tow sad listers. Also in this same corn foundry there lived a pransome hince, and this pransome hince was going to have a bancy fall and he'd invited people for riles around especially the pick people. Now Rindercella's mugly other and her tow sad blisters went to town to buy some dancy fesses for the cancy fall, but Rindercella cound't go cause all she had to wear were some old ruddy dags. Finally the night of the bancy fall arived and Rindercella coudn't go so she just crank down and shried. And she was sitting there shrieing when all of the sudden there appeared before her, her gay mudfather and he touched her with his wagic mend and there appeared before her a big hutch and hix white sorces to take her to the bancy fall, and he said-"Rindercella, be sure and be home before midnight or I'll purn you into a tumpkin!"

When Rindercella arrived at the bancy fall the pransome hince met her at the door because he'd been watching behind a wooden hindow. Rindercella and the pransome hince mance all night until midnight and they Jeff in fove. And finally the midclock struck night, and Rindercella spaced down the rairs and just as she beached the rottom she slopped her dripper! The next day this pransome hince went

all over the corn foundry looking for the geutiful birl who had slopped her dripper. They finally came to Rindercella's house, and he tried it on the mugiy other and if fidn't dit. The he tried in on the two sisty uglers and if fidn't dit and then he tried it on Rindercella and if fid dit! It was exactly the sight rite! And so they were marned and lived heavenly after nappily. Now the storl of the mory is: If you go to a bancy fall and you want a pransome hince to Tell in

A Day at the Ball Game

Catalina Council

Divide audience into four groups. Assign each group a response to say when their word is said in the story. Practice as you assign parts.

Johnny	"Cheer, Cheer"
Den Leader	"Happy, Happy"
Umpire	"Blind As A Bat"
Kirby	"Our Hero"

One fine day Johnny's () Den Leader () decided to take his Den to a ball game. Johnny () was so excited because his idol Kirby () was playing that day. The Den Leader () and some of the parents loaded all the boys into their cars and headed for the ballpark.

On the way to the game, the Den Leader () pointed to a man in another car and asked, "Why would a person put on such a dark suit on such a warm day?" Johnny () looked at the man and exclaimed, "He's an umpire! () I wonder if he is going to the game?" Sure enough, when Kirby () and the other players ran onto the field, out strolled the same umpire () that Johnny () and his Den Leader () saw on the way to the game.

When Kirby () ran out to his fielder's position, Johnny () and all the other people cheered for they knew Kirby () was a great player. The Umpire () called "Play Ball" Everyone was on the edge of their seats as the pitcher took his sign, wound up and delivered his first pitch. "Crack" went the bat and a long fly ball was headed toward Kirby (). Back Kirby () ran, nearer and nearer to the fence, until he was right up against it. At the last minute he made a great leap into the air and the ball thudded into Kirby's () glove. Johnny (), his Den Leader () and everyone cheered as the Umpire () signaled "He's Out." The pitcher then struck out the next two batters with the Umpire () calling the strikes real loud.

Now it was Kirby's () teams turn at bat. Johnny () was hoping Kirby () would hit a home run. First man up, "Crack," a single. The next batter also singled and now to bat came Kirby (). Johnny (), his Den Leader (), and everyone was cheering and hollering for Kirby () to hit a good one. "Strike One", called the Umpire () and Johnny's () heart came up in his throat. "Strike Two", called the Umpire (), and Johnny's () heart sank. The pitcher took his sign, checked the runners, wound up, and delivered. "Crack" went the bat and Johnny () knew Kirby () had hit a long one. Back, back went the fielder, clear to the wall. He leaped, but the ball hit the wall above him. Kirby () was churning his wheels around first, around second, heading for third. In came the ball and Kirby () hit the dirt. "Safe" yelled the

Umpire (____). Johnny (____), his Den Leader (____), and everyone cheered.

Johnny (____) was real happy because although his idol Kirby (____) had not hit a home run, he had hit a triple. And that is as close as any idol can come to what is expected of him. Therefore, Johnny (____), his Den Leader (____), and everyone went home happy.

LEADER RECOGNITION

LEADER RECOGNITION

What Makes Life 100%

Sam Houston Area Council

Materials – smiley face pin OR neckerchief slide OR mounted on a display with the words – Thank you for your positive attitude! (OR – thank you for giving 100%, OR something you feel is appropriate.)

Emcee, Presenter, or Cubmaster

(Someone not getting a presentation):

If A=1, B=2, C=3, and so forth to X=24, Y=25, and Z=26
Then,

(You will probably want to display these so people can see what you are doing. Chalkboard, Dry Erase Board, Flip Chart, ... Maybe solicit the numbers from the audience)

H+A+R+D+W+O+R+K is

8 +1+18+4+23+15+18+11= 98% ONLY

And

K+N+O+W+L+E+D+G+E is

11+14+15+23+12+5+4+7+5=96% ONLY

But

A+T+T+I+T+U+D+E is

1+20+20+9+20+21+4+5=100%

Cubmaster – There are some incredible parents and leaders with us tonight who consistently play the game of life fairly and with the best attitude. They are always cheerful and ready to lend a hand when called. Tonight we are presenting them with the positive attitude award, and we thank them for the tremendous help they have provided our pack. (Call adults forward and present award.)

ADVANCEMENT CEREMONIES

A Puzzling Ceremony

Sam Houston Area Council

Materials –

- 1) A large poster of the Cub Scout logo or a Cub Scout poster cut into puzzle piece shapes (as many as you have Scouts with awards for – so your pieces may be small or large depending on how many Scouts are receiving awards). Attach a boy's awards to each puzzle piece (Optional).
- 2) An easel with a blank poster board for the Cub Scouts to eventually mount all of their puzzle pieces as they build a puzzle for everyone to see.

Cubmaster: This month we've been playing some amazing games together and with our families. You have also been working on your rank advancements, arrow points and activity badges.

- ✓ The Cubmaster calls up each Scout and his parents.
- ✓ As the Scout receives his award, he takes his puzzle piece and puts it on the blank poster board on the easel. *Scouts may end up having to rearrange the pieces... and they may need some help to get the first pieces started... since there probably isn't the "picture on the box" to help them build this puzzle.*

Cubmaster: Once the puzzle is completed, depending on what logo or poster was used, discuss the significance of the picture and of completing the puzzle – like completing requirements for their awards – and doing their best... and how great the completed puzzle is.

Assistant CM: Lead cheer

A Maze of Advancement

Alice, Golden Empire Council

At the Pack Meeting, put a large Maze up as a backdrop. You could use the "Maze Generator," but you could also make your own.

Place a label for each boy at places along the path, according to how far they have gone along the Scouting pathway. Or you could label areas along the path with Tiger Cub, Wolf, Bear, Webelos, Arrow of Light – whatever awards or advancements are being given.

Call up boys and parents as their awards are to be given, so that parents can help give the award and the boy can give his Mother the parent's pin.

If you are having a Pinewood Derby, make the following alteration: Create a flat, cardboard or heavy paper car for each boy. (The cars should be based on a standard size that will work with the size of the maze) Or let boys choose between several styles of proper size racer shapes in a den meeting, then decorate with markers. Be sure to add their name on a small label. All cars begin at the outside of the maze. As boys are called up with their parents, their car can be moved along the maze while the leader or Cubmaster reviews what the boy has done to earn the award.

Poetry in Motion

Catalina Council

Here are ideas you could use to have the Cubs describe their ranks. These are short poems. Don't feel limited by these. Maybe your Cubs would want to write their own lines. They need not rhyme.

Bobcat:

You have to make some promises to become a Bobcat Scout. To follow, help and give goodwill, that's what Cub Scouting's all about.

Tiger:

I really enjoyed working in the den
And the Go-See-Its were great
My Adult partner helped me out a lot
And to be a Wolf, I can't wait

Wolf:

The back and front rolls were easy; making games was fun.
But when it came to giving directions, I almost didn't get done.

I had to earn the Wolf badge; it meant a lot to me.

Finally, I learned my directions, and a Wolf Cub Scout I would be.

Bear:

I never wrote a letter before, let alone a 100-word essay,
Or ever learned to throw a rope, to hit a marker 20 feet
away.

And now that I've earned the Bear badge, all that and a
whole lot more
makes me feel that much smarter than I ever felt before.

Webelos:

Now that I'm a 9-year-old, I belong to a Webelos den.
Activity badges I'll try to earn, like Athlete, Forester and
Outdoorsman.

Arrow of Light:

The Oath and Law are memorized,
graduation day is in sight.
I am prepared for what's ahead;
I've earned the Arrow of Light!
It's hard to say goodbye to friends.
Cub Scouting's meant a lot to me.
But it's time I start the upward trail,
for it's an Eagle Scout I want to be.

Cubmaster:

Now that we have had the ranks explained, we would like to
recognize those boys in our Pack who have earned those
ranks. (At this time have the advancing boys come forward
with their parents and award the badges.)

Deliver Advancements by Derby Car –

Alice, Golden Empire Council

Each boy and his parents are called up by the Cubmaster.
Using an old derby car, or one made for the purpose, awards
can be delivered by being sent down the raceway to the
awards ceremony – awards should be in a plastic bag (Yes,
for this one, a plastic bag is a good starting point) that can be
attached to the top of the car. Or just attach a label with the
boy's name on it to the top of the car.

Have an official "Announcer" who introduces each car with
great ceremony and a description of the race "run" by the
boy to earn the award.

To make this more effective, the announcer should use
racing terms as much as possible –

- ℞ "starting lap" for Bobcat,
- ℞ "rounding the turn" for Wolf,
- ℞ "speeding down the track" for Bear,
- ℞ "taking the final lap" for Webelos,
- ℞ "way out in front" for the Arrow of Light

Use your own imagination!

B-A-L-L-O-O-N

Catalina Council

Set Up –

- ✓ Get helium balloons for the number of boys advancing.
- ✓ Before blowing them up, insert the cloth badge of rank
into them then blow them up.
- ✓ Decorate them to be sports balls: White for soccer,
baseball or volleyball; orange for basketball; yellow for
tennis. Use your imagination. Use the same type of ball
for the same rank to help avoid confusion - especially if
you have many boys who are advancing.

SONGS**Mazes & Puzzles**

Alice, Golden Empire Council

tune: Row, Row, Row Your Boat

Mazes, puzzles, labyrinths, too

Try them on for size

If you do your very best

You can win the prize!

I'm A Scout

Sam Houston Area Council

Tune – I'm a Little Teapot

I'm a little Tiger Scout, honestly,

And I have my parents, they're helping me.

I'm a bigger Wolf Cub, with loyalty,

'Cause my den leader is helping me.

Now I'm a Bear Cub, don't you know,

And then next year I'll be Webelos.

I'm a Webelos Scout, have no doubt,

And I can't wait to be a Boy Scout

What a Game!

Sam Houston Area Council

Tune: Ten Little Indians

Uno, Candyland, Scrabble and Yahtzee

Chutes and Ladders and Monopoly

Battleship, Boggle, oh I'm Sorry

What an Outburst – Cranium.

Apples to Apples and Operation

Twister, Connect Four, Concentration

Scene It, Dominoes, here comes Trouble

Hi Ho Cherrio, Clue and Chess!!

The Games We Play

Sam Houston Area Council

Tune – Clementine

There's Monopoly, and Chutes and Ladders,

Even board games with a twist.

But the games that are the most fun,

Are the games we can't resist.

We make them up and then we tell our friends,

Sometimes running, sometimes chase.

By using our imaginations

These cool games you can't replace.

Once we get started, we could play all day

Except for when we stop to eat,

We have fun with all the games we play,

But boy at night, what sore, sore feet!

So let's get started with another game,

Tell me what you like to do.

Then we'll figure out just how to play, and

A new game will soon debut.

Rotten Reeboks
Catalina Council
 (Tune: Clementine)

Rotten Reeboks, dirty sweat socks,
 Generating toxic fumes,
 I've seen flies dead, struck in mid air
 Fatal venture to his room.

In my brother's bedroom closet
 Stinkarooing like refuse
 Dwelt a size 10 pair of sneakers
 With a smell you couldn't lose.

Aging tennies, in a corner
 Turning the air a bluish green,
 Hope the county doesn't visit
 They'd condemn us sight unseen.

I've tried bug balm, lemon air scent
 Even spray that smells like pine,
 Must be something that can cut it,
 Something strong, like turpentine.

Even weirdo, crazy mutt dog
 Who has breath you can't adore,
 Makes a wide turn, cuz his eyes burn,
 Every time he nears the door.

"What's the big deal?" asks ol' big foot
 None of his friends notice it.
 "Proves they're brain dead," says my sister,
 "Doesn't surprise me a bit."

"Not to worry," says my father
 "Could be money after all,
 "Pentagon might pay a bundle
 "For the secret to it all."

The Athlete
Catalina Council
 (Tune: My Bonnie)

They gave me a suit and a number,
 And sent me out on the field.
 They gave me a ball called the pigskin,
 And shoes with some cleats, toe and heel.

Chorus:

Muscles, and cramps,
 wracking my body with pain, with pain,
 I stand, wondering,
 If ever I'll do this again !

Next time they gave me a racquet,
 Then sent me out on the court
 Funny the things you encounter,
 While trying to learn a new sport.

Chorus:

The ordeal was finally over,
 At least, that's what I thought.
 When they shoved me the soccer equipment,
 I fainted dead on the spot !
 Chorus:

Cub Scout Sports Song
Catalina Council
 (Tune: My Bonnie)

My baseball went over the fence
 My arrows are broken to bits
 My volleyball been deflated
 After riding a horse I can't sit

Chorus:

Belt loops, belt loops,
 I'll earn my sports pin today, today.
 Belt loops, belt loops;
 My letter is not far away

My bicycle has a flat tire
 My boomerang just won't return.
 They say that I've lost all my marbles
 And I still haven't gotten my turn.

Chorus:

My dog ate my ping pong paddle.
 My badminton birdie has flown.
 I sprained my right ankle while jogging
 And was stranded ten mile's from home.

Chorus:

They say that Cub Scout sports are fun.
 Some day I would like to know.
 I've been wandering around for an hour
 Just waiting for my Den to show.

Bowlin', Bowlin, Bowlin'
Catalina Council
 (Tune: Rawhide)

Bowlin', Bowlin, Bowlin'
 Keep those balls a rollin'
 Keep those strikes a rollin', alright!

We're laughin' and a grinnin'
 Cause our team is winnin'
 Soon we'll be in first place.

Head 'em up, roll 'em down
 Roll 'em down, make a strike
 Make a strike, so we win, alright!

Roll 'em down, knock em off,
 Get a mark, make a strike.
 We're gonna win tonight!

This is My Baseball
Catalina Council
 (Tune: This is My Country)

This is my Baseball
 I'll share it with you.
 This is my baseball
 Bring your bat and mitt too!
 I'm playing with my friends,
 I'm gonna hit one home.
 Cause this is my baseball
 To share and to hold.

STUNTS AND APPLAUSES

APPLAUSES & CHEERS

Catalina Council

Golf Shout "FORE" and pretend to hit the ball, place hand over above eyes to follow where the ball went.

Great Job Have one half of the audience say, "Great" and the other half say, "Going." Alternate sides.

Home Run Simulate swinging a bat, then shade your eyes with your hands and yell, "Thar she goes."

Javelin Hold hand as if close over a javelin, raise arm above shoulder and pretend to throw the javelin forward, wait a couple of seconds and say "Thud".

Pole Vault Stand two fingers of one hand on the other arm like legs. Have them run down the arm to the wrist and then leap into the air, as the hand comes down, CLAP!

RUN-ONS

Read the Mind of a Grown Up!

Sam Houston Area Council

Find a parent and ask him or her the following questions –

1. Think of some country that starts with "D."
Don't tell me what it is.
2. Take the last letter of that country and think of any animal that starts with it. Again, don't tell me what it is.
3. Take the last letter of that animal and think of a fruit that starts with it. Don't say anything, just think.
4. Tell him or her that s/he is thinking about an "orange."

Catalina Council

Cub 1: You want to hear something funny? My sister thinks a football coach has four wheels.

Cub 2: Ha! Ha! Ha! Ha! Ha! How many does it have?

Cub 1: Speaking of baseball, I have something here that can run but can't walk.

Cub 2: What is it?

Cub 1: Water.

Cub 1: What do baseball players eat on?

Cub 2: Home plates!

Tiger Cub: What's the quietest sport in the world?

Den Leader: I don't know.

Tiger Cub: Bowling. You can hear a pin drop.

Dad 1: I hear your son is on the football team. What position does he play?

Dad 2: I think he's one of the drawbacks.

Teacher: Class, what has eighteen legs and catches flies?

Student: A baseball team?

The Shoe

Catalina Council

Equipment: Two people, one wearing only one tennis shoe.

Preparation: Decide who will wear the one shoe, practice

Action:

Cub #1 Is wearing only one shoe is looking around looking underneath and behind things.

Cub #2: Did you lose a tennis shoe?

Cub #1: No, I found one!

Driving Riddles:

Alice, Golden Empire Council

- Q Let's say you drive a bus from Atlanta to Dallas. Twenty four passengers start out the trip. At the first stop, five people get off and two get on. At the next stop 3 people get on and 1 gets off. At the 3rd stop, 10 people get off and 5 people get on. At the next stop, 6 people get off and 1 gets on. What is the name of the driver?
- A: **YOU** are the driver.
- Q You are riding a horse. In front of you there is a fire engine. You are being followed by a helicopter. To your left a sports car is driving. And to your right there is a big ditch. How can you make sure everyone stops at the same time without crashing?
- A: Just tell the man running the Merry-go-Round to shut it off carefully!

JOKES & RIDDLES

Sam Houston Area Council

Cub #1: What does a jigsaw puzzle do after a bad day?

Cub #2: It tries to pick up the pieces!

Cub #1: How many sides does a sphere have?

Cub #2: Two – an in-SIDE and an out-SIDE!

Knock-Knock.

Who's there?

Ease.

Ease who?

Ease up to his old tricks!

Knock-Knock.

Who's there?

Midas.

Midas who?

Midas well play another game!

Alice, Golden Empire Council

Q: While building a pinewood derby track, what kind of nails did the carpenter hate to hit?

A: Fingernails

Q: How do you know when someone is an optimist?

A: When they do a maze with a pen!

Q: Here's a puzzle for you – what can you add to a pail that makes it weigh less?

A: A hole!

Q: I know a word of letters three.

Add two and fewer there will be.

What is the word?

A: Few!

SKITS

Scout Scrabble

Sam Houston Area Council

Materials – Many large cards with large letters written on them for Cub Scouts to hold up (this could be a den meeting project). See skit for the letters needed in the words...

Cubmaster: Tonight we're going to help some letters play a big game of Scrabble – except instead of words we'll be putting together words and phrases. We have some letters here. (6 Scouts enter holding big letter signs for the first word, all in a jumbled mess)

Announcer: And our first word is ...

(The Scouts holding the letters for SCOUTS come out all scrambled up – could be TSCSUO).

Hopefully, someone will answer correctly...

If not, the Cubmaster can give a hint...

"These boys are Cub ____."

When the answer is given, the boys line up their letters in the correct order.

Cubmaster: Our next phrase, yes – we're getting a little harder – is the following...

(The Scouts holding the letters for DO YOUR BEST come out all scrambled up – could be OD RYUO STBE)

Hopefully, someone will answer correctly...

if not, the Cubmaster can give a hint...

"This is the Cub Scout Motto."

When the answer is given, the Scouts line up their letters in the correct order.

Announcer: Now, our next phrase is a riddle of sorts –

(The Scouts holding the letters for THE EYES come out – though not scrambled...)

Cubmaster now asks... what phrase can we make out of these same letters that describes this same thing?

(Somebody can sing the Jeopardy theme...)

(Now... have the same Scouts holding the letters lined up move out of "THE EYES" formation into "THEY SEE")

Cubmaster: Ah, they see! I wonder what they see? I bet they see a great group of Cub Scouts doing their best!

Sportsmanship Skit

Catalina Council

This would also make a great opening. CD

Set Up: Make large cards with the following letters-S-P-O-R-T-S-M-A-N-S-H-I-P on front and the words on back in LARGE print..

Cast: You'll need the Cubmaster (CM) and 13 Cub Scouts, each with one letter.

Start: As the Cubmaster reads the letters the boys show their cards, read the words for their letter off the back, and hold them up for the rest of the ceremony.

CM: At the start of a baseball game, the announcer yells, "Play Ball!" Very soon, we will be saying that for our games here at our Pack Show tonight. But before that, 13 Cub Scouts and I would like to remind you of something very important. We'll do it with a little spelling lesson:

Cub # 1: S – is for smiling, even if you hurt inside.

Cub # 2: P – is for pardoning parents who may show poor manners.

Cub # 3: O – is for oozing enthusiasm for your team and your fellow Den members.

Cub # 4: R – is for respecting the feelings of other Cub Scouts.

Cub # 5: T – is for trying your best and (next letter) is for being satisfied with yourself.

Cub # 6: S -is for Satisfaction guaranteed

Cub # 7: M – is for mastering self-control.

Cub # 8: A – is for anger, which has no place in our meetings.

Cub # 9: N – is for noticing that only one can win.

Cub # 10: S – is for success in doing your best.

Cub # 11: H – is for hushing boastful words.

Cub # 12: I – is for inspiring us to congratulate the winner.

Cub # 13: P – is for playing the games for fun.

CM: Let us remember that word 'Sportsmanship' during Game Night at our Pack Show tonight.

The Football Game

Catalina Council

A group of boys are discussing a football game. Insert the name of local schools or favorite pro teams in the blanks.

Cub # 1: I sure hope that the _____ win.

Cub # 2: Well, I'm sure that the _____ will win.

Cub # 3: Why, the _____ will beat 'em 40 to nothin'.

Cub # 4: I can tell you the score of the game before it starts.

All Others: Oh yeah? How can you? You're not psychic, are you?

Cub #4: The score of the game before it starts? It's nothin' to nothin' of course.

(Others chase him off stage.)

Harlem Globetrotters

Catalina Council

Three Scouts are doing laundry. Each is sitting behind a bucket that 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.

Cub #1, sitting on the end shakes the water from his hands getting his neighbor slightly wet.

This provokes the Cub #2, sitting in the middle. He retaliates with a splash back at Cub #1,

Escalate in comedic fashion until Cub #1, the one on the end throws a wet rag at the face of Cub #2, the one in the middle who ducks.

The rag sails on till it smacks Cub #3, 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. You can fill the bucket with pieces of newspaper, but in a Scouting setting a bucket full of leaves would work just a well. If the actors have a little talent and practice this can be extremely funny

Note:

*No water is to be thrown at the audience.
Using Leaves or paper is best.*

CLOSING CEREMONIES

At the End of the Game

Sam Houston Area Council

Setting – 4 Cub Scouts; memorize the verses if possible.

Scene – Scouts are in a group on stage, talking among themselves about the pack meeting.

Cub # 1: G - Getting to play all those games was really fun! We were

Cub # 2: A - All trying to do our best and win.

Cub # 3: M - More importantly, we were also playing with our friends, and

Cub # 4: E - Everyone had a great time!

All (*All four Scouts together*) Our pack meeting was amazing!

I Made a Promise

Sam Houston Area Council

Setting – 5 Cub Scouts and Cubmaster (CM). Have Cub Scouts memorize their lines, if possible. Or have each Cub Scout create an appropriate poster and print his lines on the back in LARGE letters.

Scene – Scouts in a line

Cub # 1: I made a promise...I said that whatever I did I would do the best I could.

Cub # 2: I made a promise...to serve my God and my country the best I could.

Cub # 3: I made a promise...to help other people the best I could.

Cub # 4: I made a promise...to obey the Law of the Pack the best I could.

Cub # 5: I have done my best, and I will do my best because I am the best... I am a Cub Scout.

CM: Will everyone now join us in repeating the Cub Scout Promise.

Cubmaster's Minutes

The Value of a Badge

Sam Houston Area Council

A badge in Cub Scouting is a piece of embroidered cloth. If you were to try to sell one of these badges, you'd find it wouldn't bring much money. The real value of the badge is in what it represents; the things you learned to earn it; how to keep healthy, how to be a good citizen, good safety practices, conservation and many new skills.

Does your badge truly represent all these things? Were you prepared to meet each test at the time you passed it, or did you try to get by? Maybe you were prepared when you passed the test, but have you forgotten the skill now?

If this is true, then the badge you wear has little value. Don't wear a cheap badge. Wear one that has real value... one that represents what you can really do and know.

Six Million

Sam Houston Area Council

Today in our country there are over six million young men and adults in Scouting. That's a good thing to know...a good thing to think about when we get to wondering about the future.

Six million, keeping a promise to "do their best," to "help other people," and to "respect God and country."

Six million, following Baden-Powell's admonition "try to leave this world a little better than you found it."

These six million can make the difference in tomorrow.

These six million WILL make the difference in the future of this country and in the future manhood around the world.

A Maze of Possibilities

Alice, Golden Empire Council

As leaders and parents, we often feel we are navigating a "maze" of possibilities – and hazards. By following the ideals of Scouting, and helping our boys learn to be good citizens, loyal friends, active learners and healthy young men. By providing uplifting and fun Scouting activities and supporting each boy in his chosen goals, we can help our sons navigate through the possibilities and avoid the hazards all around them. As we leave tonight, let us commit to helping each of our scouts become young men of good character – to navigate the "maze" successfully.

Pinewood Derby Lessons

Alice, Golden Empire Council

As we leave this exciting pack meeting, let us remember that each boy ran a good race tonight. While designing and building their derby car, each boy was able to use his imagination and creativity, hone his skills with tools and materials, and practice perseverance as he put the finishing touches on his car. And each of us learned something about good sportsmanship, loyalty, and giving encouragement to everyone as we watched the races. Let's continue to teach and learn these lessons in all we do in Scouting. Remember our motto – "Do Your Best!"

THEME RELATED STUFF

Alice, Golden Empire Council

Labyrinth or Maze?

Usually, a labyrinth has only one path to a center destination, with nothing to hide the destination – people use a labyrinth to meditate or do creative thinking. Usually, people actually walk along a labyrinth, but they can also “walk” using their fingers on a labyrinth pattern on paper. A maze is designed to “hide” the destination, and usually has high walls, false starts, dead ends – mazes made of corn have become very popular in the last few years. There is probably a corn maze near you – check

[www.dmoz.org/Games/Puzzles/Mazes/Outdoors/Corn/United States](http://www.dmoz.org/Games/Puzzles/Mazes/Outdoors/Corn/United_States) - of course, that would only be in the Fall! But if you go to www.maze-world.com/menu.htm you will be

amazed at all the different materials used to make mazes – fences, stones, tiles, even mirrors. A few years ago, an artist in California made a simple maze using fallen leaves enclosed in “walls” of chicken wire! Some people define a maze as a way to activate your “thinking” mind. You can also have lots of fun with mazes drawn on paper. Instead of high walls, they have complicated pathways – you have to find just the right one to reach the destination. You can design your own paper mazes, but they are also available on the internet. Some mazes are even designed to be played on the internet. Go the Web Sites section for some resources.

People have been making labyrinths for at least 5,000 years. They have been found on rock carvings, and a clay tablet with a labyrinth on the back was found in the ruins of a store in Pylos, Greece. It was done in 1200 B.C!

During the Middle Ages, labyrinths and mazes were often created for meditation. A very famous one was recorded in a manuscript from the ninth century – it described a labyrinth at Chartres Cathedral in France.

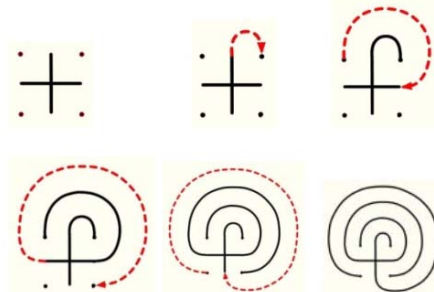
Artisans, especially in the western United States, have begun creating new labyrinth and maze plans in the past 26 years.

Sometimes, they are temporary art installations, like one created of mounded dirt on concrete at the Richmond Art Center about 15 years ago. But they are also created as permanent features, sometimes in sod on mounded dirt, sometimes in tiles. The Santa Rosa Labyrinth was created and copyrighted by Lea Goode-Harris, Ph.D. in Sonoma, California. To see some photos of labyrinths done in sand, snow, www.astrolog.org/labyrinth/daedalus.htm, scroll down to Life Size Mazes, it will take you to a huge list with photos of different mazes from all over the world!

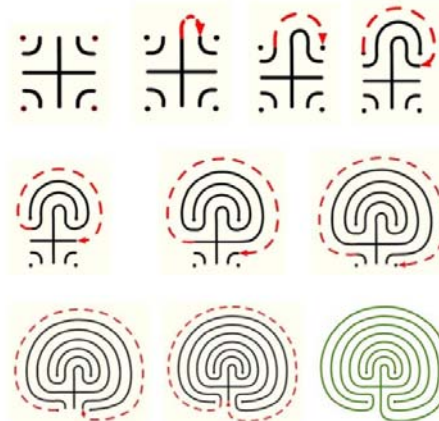
You can use your imagination to make either a labyrinth or a maze – try all of these, or make up your own!

Make a labyrinth: Chalk on pavement or an open cement area would work, but they are also made of sod, bricks on cement – of course, you can draw one out on paper, but it is really fun to actually walk in a labyrinth or maze! Start by drawing out two equal lines crossing in the middle, then add dots to make four corners; then draw a half circle connecting the top of the line with the top right-hand dot; now, draw a three-quarter circle line connecting the right end of line with the top left dot; next, connect the left end of line with the bottom right dot, leaving a corridor or space between the lines as shown; the last connecting line goes from the

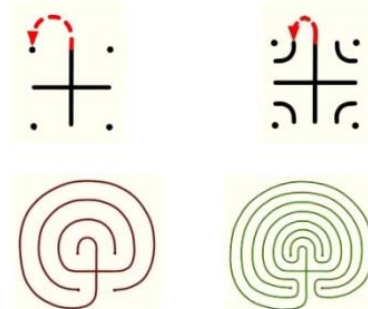
bottom of the center line, all the way around to the right side bottom dot, leaving a passageway between the lines. You enter at the bottom left and walk around to the center, without crossing any lines. This is called a Three Circuit Classical Labyrinth, because you make three circuits to reach the middle – people sometimes walk a labyrinth to relax, or as a means of meditation.



Here's a more complicated version, called a Seven Circuit Classical Labyrinth: Start with the beginning shape



Want to make a right-turning labyrinth? Just reverse these steps on the three-circuit (on the left below) or the seven-circuit (on the right below) By reversing these steps and all the rest of the lines, you will have made a right-turning labyrinth.



Share Some Trivia – Did you know???*Alice, Golden Empire Council***About mazes & labyrinths.....**

- The oldest hedge maze is in the gardens of Hampton Court Palace in Surrey, England. It was built between 1689 and 1695 for King William III and covers half an acre, with a path .5 miles long.
- In 2001, the Pineapple Garden Maze at Dole Plantation was listed as the world's largest. Other record breakers were:
- In 2003, the largest temporary corn maze opened in Christchurch, England. It had an area of almost 17 acres, almost 9 miles of pathway, and a lobster shape in the center. It was designed by Adrian Fisher, a world famous maze designer.
- A corn maze in Shippensburg, PA. from August-September of 1995, with a path over 2 miles long . It covered 172,225 square feet.
- In 2001, the largest permanent hedge maze was created in County Down, Ireland, with many ordinary people helping. It covers almost 3 acres and has a 2.18 mile long path, and is called the Peace Maze.
- Another large permanent maze is the hedge maze in Ruurlo, Netherlands, with an area of 94,080 square feet. It was created in 1891 from beech hedges.
- The largest permanent tree maze is the Samsø Labyrinth on Samsø Island in Denmark has an area of 645,835 ft. with a path almost 16,000 feet long. It opened in 2000.
- Another permanent maze with over 16,000 yew trees lining the 1.69 miles of path, is at Longleat, England and opened in June, 1978.
- The K.I.D.S. maze in Shaw Park, Clayton, MO was made of PVC posts, with fencing and clear plastic stretched between the posts. It was open for May and June of 1996 and had almost 2-1/2 miles of pathways.
- About puzzles & games.....
- A designer or aficionado of crossword puzzles is called a cruciverbalist.
- A plaice, a large European flounder, can lie on a checkerboard and reproduce on its upper surface the same pattern of squares, for camouflage.
- "Candy Land" was invented by Eleanor Abbott of San Diego, California while she was recovering from polio in the 1940s. She submitted it to Milton Bradley Company where it was immediately accepted, and is still very popular today!
- Playing cards were invented by the Chinese as early as 1120.

About Pinewood Derby....

- ℞ Each year, over 2 million kits are sold in the U.S. It's been estimated that up to 100 million have been built since 1955!
- ℞ Red seems to be the favorite color for Pinewood Derby cars, followed by blue.
- ℞ The Pinewood Derby was first run in Southern California about 1955.

- ℞ Guess which rank usually wins most often? The Webelos (experience counts) and then the Tiger Cubs (probably due to the help from their adult partners).
- ℞ The winning time between first place and the runner up is sometimes less than 1/1000th of a second.
- ℞ Some organizations only judge the cars and don't even run a Pinewood Derby race!
- ℞ Even though there are specifications for the size, weight and construction of the Pinewood Derby car, there are no specifications for the raceway!

About cars & racers.....

- ℞ Actor Steve McQueen got a patent in 1971. He was famous not only for his movies but also for racing cars and working on engines off-camera as well. He invented the bucket seat!
- ℞ As an advertising gimmick, Carl Mayer, nephew of lunchmeat mogul Oscar Mayer, invented the company's "Wienermobile." The first Oscar Mayer® "Weinermobile" drove out on July 18, 1936, and they are still around today!
- ℞ Belgian driver Jenatzy was the first to reach a speed of over 100 km/h in his electrically powered car La Jamais Contente in 1899!
- ℞ Ferdinand Porsche, who later went on to build sports cars bearing his own name, designed the original 1936 Volkswagen.
- ℞ By 1935, a full bushel of soybeans went into the manufacture of each Ford automobile – the oil was used for enamel, paint, varnishes, and rubber substitutes!
- ℞ Henry Ford called his first car a quadricycle.
- ℞ The first drive-in service station in the United States was opened by Gulf Oil Company – on December 1, 1913, in Pittsburgh, Pennsylvania.

TIGERS*Baloo's Archives***Achievement 3 Family Activity****3F Plan a family fire drill and practice it.**

Be sure to plan a safe meeting place outside so that you will know when everyone in the family is safe. Go to that place as part of your practice.

Tell your Tiger Cub that if he ever feels that he is lost, he should stay where he is and hold onto something like a bench, a post, or a tree. Assure him that because you love him, as soon as you realize that he is not with you, you will quickly begin looking for him. Explain to him, that if he does not stay where he is when he is lost, it will take you a lot longer to find him. Practice a game with him where he pretends that he is lost, he holds onto something stationary, and you walk out of sight, wait a 3 to 5 min., and then come back for him.

Achievement 3 Den Activity

To keep your body healthy, it is important that you eat a well-balanced diet. The food pyramid in your book helps you by showing how many servings of certain kinds of foods you should have each day.

Be sure to visit www.Saday.org to learn about eating your fruits and vegetables by the color and www.3aday.org to learn about your dairy needs. CD

3D Make a food pyramid.

Draw a food pyramid on a big piece of paper or a poster board. Using old magazines donated by the den families cut out pictures of food and glue them in the appropriate place on the pyramid. You can also draw pictures of different foods to add to the food pyramid.

Achievement 3 Go and See It

It's fun to play games and to take part in sports. It's also good exercise, which helps to keep your body healthy. Some games and sports are for one person, and sometimes people play games or sports on teams. It's also fun to watch others play games or demonstrate their abilities. Understanding the game or sport you are watching makes it a lot more fun.

3G First, learn the rules of a game or sport. Then, go to watch an amateur or professional game or sporting event.

Local High School, Community College, and other teams are great for this. We have a minor league Hockey team, The Philadelphia Phantoms, www.phantomshockey.com, which runs several Scout nights each year at reasonable cost!! You can get to all the other AHL team websites from their site. CD

More Ideas for Keeping Myself Healthy and Safe
Southern NJ Council

Den Activity

Emergency information is available from local libraries, the American Red Cross, and the local fire departments. Some free handouts can include family disaster supply kits from the local fire department and the Red Cross.

Emergency Preparedness Ideas to consider:

Does your group have emergency supplies at the meeting site? Are there food supplies, warm blankets, flashlights, and water tucked away, just in case?

At home, how do you shut off the gas, the water, and the electricity?

What neighbors can help? Have a neighborhood emergency plan ready. Who can be called when needed?

Every Tiger Cub will experience fire drills and storm drills at school. Do you have one established at your meeting site?

FITNESS

Tune: On Wisconsin

Hurry, Tigers, Build your muscles,

Get in shape for play.

When we feel our very best

We will do our best each day.

Hurry, Tigers, Build your muscles,

Get in shape for play.

Keep on running, keep on jumping,

Trying to improve.

When we've grown a little older,

We will still be on the move.

Keep on running, keep on jumping,

Trying to improve.

Electives***4-Display a picture**

It's nice to have pictures of your family on display—especially when some of your family members are not close by all the time.

*Make a frame for a family picture. Glue tongue depressors or craft sticks together in a shape to fit your picture. Attach a string or ribbon to the upper corners to use as a hangar. Tape your picture to the back of the frame and display. You may want to use a photograph, or a picture that you draw of your family.

***10- Helping Hands**

When people grow older, or if they become sick or have an accident, they sometimes have a hard time doing every day things. If you know an elderly person or if you know someone who is ill or recovering from an illness or accident, try to think of what things would be hard for them to do by themselves.

Along with your adult partner, help an elderly or shut in person with a chore. You might offer to do things such as help to take out trash, rake leaves, mail a package, or bring in the mail. Ask first, and do it with a big Tiger Cub smile!

***32- Feed the Birds**

Pop-bottle bird feeder

Materials: one plastic 2-liter bottle, two plastic lids about 5" in diameter (from coffee cans, large margarine containers, whipped topping, etc.), 30" heavy twine, or rug yarn, scissors

Have your adult partner help you cut the bottle in half, crosswise. Poke a hole through the centers of the plastic lids with the point of the scissors or a nail. Tie a knot in the end of the twine. Refer to picture and put your feeder together by stringing together one plastic lid (curved side up), then the inverted bottle, and then the second lid (curved side down). Fill the bird feeder with seed and hang it outside.

Pinecone Bird Feeder

Materials: 1/2 cup peanut butter, 1/2 cup shortening, 1-2 cups bird seed, large pinecone, thick twine, paper bag

Twist twine around the pinecone and tie it securely. Mix the peanut butter and shortening together. Spread the mixture between the petals of the pinecone, filling in as much as you can. Put the pinecone along with the birdseed in the paper bag. Close the bag and shake, coating the pinecone with birdseed. Hang the feeder on a tree where you can watch the birds enjoy it.

PACK AND DEN PROJECTS & ACTIVITIES

DEN AND PACK ACTIVITIES

Catalina Council

Have a pack family game night.

Build homemade board games.

Have a pack carnival and have each den build carnival games for the event.

make picture puzzles.

Tour a facility that makes games.

Create a Scouting game midway.

Learn about the history of games. Invite a parent or grandparent to share about the kids of games they used to play. Have them teach one of the games they talk about.

Alice, Golden Empire Council

- ★ Make a life size maze or labyrinth – see Theme Related for ideas and instructions- it could be as simple as marking out one in the sand or using chalk on concrete; invite everyone to participate and take lots of pictures. You could even lay out one for the pack meeting.
- ★ Have each family bring a maze to the pack meeting – then let everyone go around and try to “finger walk” the solution to all the mazes- ask families to list web sites if they use them
- ★ Talk about Internet safety with the boys and parents – since they probably love to play games and online mazes, it would be good to reinforce how to stay safe
- ★ Try lots of paper & pencil mazes – many resources available online; check Web Sites Section. Challenge each family or boy to bring at least one idea to the pack meeting, then provide copies for everyone in an A-Maze-ing Cubs booklet for your pack.
- ★ Ask a grandparent or older leader to come and share the favorite games and puzzles they enjoyed as children – try some of them as a den
- ★ Laminate a map of your community and use it like a paper maze – locate two places on the map, then have boys take turns drawing different ways to get from the beginning to the ending point; use a marker, then wipe the map clean and choose another two places on the map
- ★ Visit a maze or labyrinth in your area. Check the Maze World and other sites in the Web Site section to find various mazes or labyrinths just about anywhere!
- ★ If you are going to visit a nearby maze or labyrinth, let the boys find the way on a map – see how many different ways they can find, then discuss which way would be best, and why
- ★ Have each boy make his own album of different mazes, or a poster to explain mazes and/or labyrinths – Display at the Pack Meeting
- ★ Check for some great books about mazes at your local library – they may even have a video or CD of a program about mazes and labyrinths. (There have been some on PBS) Check with the Reference Librarian for help.
- ★ Have a “Scavenger Hunt” for puzzles, riddles and mazes in old copies of Boy’s Life – make copies of the

boy’s Top Ten choices and give each family a copy – a good way to convince them how valuable Boy’ Life really is!

- ★ Encourage each family to try a Family Fire Drill Maze – after discussing how to get out of each room, and why you need to crawl and check doors for heat, do a nighttime drill with all the lights turned off; remind them that even without smoke, it can seem almost like a maze; let everyone try it from different locations so they know the routes to take. When everyone knows how to do it, you could make it more challenging for older kids by adding obstacles and forcing alternate routes.
- ★ If you are doing the Honesty Character Connection this month, take the phrase “Honesty is the Best Policy” and let the boys come up with ideas that prove it; discuss real-life situations like playing games and how dishonesty hurts everyone; make the connection between good sportsmanship and honesty
- ★ Use the streets around your den meeting place as a “real-life” maze – as you walk, have the boys point out where the route could change, and give points for each time they point out rules of good or bad street safety

Pinewood Derby Ideas:

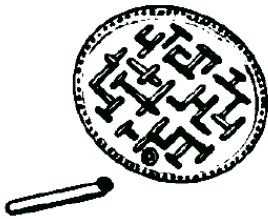
Alice, Golden Empire Council

- ★ Give a “Sweet” Participation Award for all Pinewood Derby participants. Create a candy bar wrapper with a Pinewood Derby theme and wrap it around a real candy bar.
- ★ Be sure every boy and car get recognition – many packs have a guest committee to judge the cars on “originality, best paint job, most creative design, best use of decals” – the point is to award each car some award!
- ★ Talk about Good Sportsmanship in your den and before the races begin – You could even give a “Good Sport” award at the pack meeting!
- ★ Make a Stand for a Pinewood Derby car – Get advancement or elective points while using tool or Craftsman skills to make a stand for each boy’s car at a den meeting. (There are several simple plans available online – just google pinewood derby car stands and choose one)
- ★ Have a special Pinewood Derby Workshop – experienced derby builders and those with tools and equipment could share their expertise with boys and parents who need help.
- ★ Make sure every boy has a “mentor” if he needs help with his Pinewood Derby Racer – single parent moms or dads may not be able to provide needed help or may lack equipment or experience.
- ★ Every boy should get his kit in plenty of time to work on it – and every family needs to be invited to come!
- ★ Decide on the rules for your Pinewood Derby and make sure everyone gets a written copy – if you need ideas, check the usscouting website or just google it to see what other units have done.
- ★ Have a special event for siblings or parents – some packs have a special race where siblings and/or parents can race old cars or original ones they have created.

- ★ Invite older members of the community to this special event – they could even be “officials” and be given fancy name tags to wear while helping judge the cars, or just be a cheering section.
- ★ Look for real racing supplies you can borrow check to see if pack families know of a local race car driver, NASCAR fan, dealer or supply store that could lend flags, posters, or even a real race car to be parked outside the event!

Magnet Maze

Sam Houston Area Council



Materials –

Large heavy-duty paper plates,
Paper drinking straws or thin strips of cardboard,
Washers,
Craft sticks,
Small magnets,
Glue

Directions –

- ☞ Glue straws or strips of cardboard in a maze pattern onto a paper plate, being sure to leave enough room for the washer to travel through the maze.
- ☞ Place a washer on the plate in the maze.
- ☞ Next, glue a small magnet onto one end of a craft stick and let the glue dry.
- ☞ Hold the “handle” end of the craft stick beneath the plate and point the “magnet” end directly under the washer.
- ☞ Guide the washer through the maze with the magnet.

Magnetic Maze II

Alice, Golden Empire Council

Here's a fun way to create a maze and add the challenge of having to move through the maze using a magnet.

Materials:

Large piece of paper or a maze you have printed out
A small magnet,
A large piece of paper
Either a paperclip or a metal washer, (or some other small item that would be attracted to your magnet)

Directions:

First, be sure to test your magnet and playing pieces with the magnet to make sure the magnet has the necessary power to go through your paper.

Version #1:

- ✓ Ask the First person to draw a wiggly pencil line on a large piece of paper - encourage them to make it almost cover the page, and to cross over itself.
- ✓ Then ask the Second person to draw a second parallel line to make a "roadway" -
- ✓ Together, the first and second person decide where to make the "dead-ends" by how they draw the second line - if the line goes over the first line, the "roadway"

continues; if the line goes "under the roadway," the line ends at that point.

- ✓ If you are making a roadway for your "car" to ride along, you could even add bent-paper tunnels, railroad crossings, and other details.

Version #2:

An existing maze can be used - it may need to be enlarged so that the paperclip or other playing piece can stay within the "corridors."

To Play:

In order to complete the maze, the person must hold their magnet under the piece of paper and move their paper clip or other playing piece using only the magnet - it's harder than it sounds!

Additional Challenges:

Time each person and reward the one who takes the least time to complete their maze.

Player starts with 10 points - each time he hits a "dead end" he loses 2 points.

If a person "loses" their playing piece by having the magnet move away from the playing piece, they lose 3 points.

Winner is the one with the most points left when he completes the maze.

Egg Carton Mancala

Wendy, Chief Seattle Council

Directions:

- ✓ Remove the top of the carton from the bottom by cutting along the hinge.
- ✓ Recycle the extraneous portion used to keep the carton closed when used to store eggs.
- ✓ Set the bottom aside for later.
- ✓ Cut the top of the carton in half, crosswise. (Cut across the short axis.)
- ✓ These pieces will be used as the end cups of the Mancala board.
- ✓ Decorate egg carton as desired.
- ✓ Slide the two halves of the top underneath each end of the bottom, extending beyond the bottom by a couple of inches.
- ✓ Fasten together using the tape or glue.

Rules:

Deposit three paper clips (or the markers of your choice) in each of the twelve cups in the bottom of the carton.

Leave the end cups (made from the top of the carton) empty.

Place the game board between the two players, with the larger cups on the right and left of the players.

The side of the board closest to each player, as well as the end cup on each player's right belongs to that player.

Players take turns picking up all the paper clips from one of their cups, (except for the end cups,) and then depositing one in each consecutive cup (including the end cups) in a clockwise direction, beginning with the cup to the right of the one from which the player took the paper clips.

For example, if, on the first turn of the game, player 1 picks up the paper clips from the fourth cup from the right, he would then deposit a paper clip in the third cup from the right, the second cup from the right, and finally, the rightmost cup.

If the first player had started with the rightmost cup, he would have deposited one paper clip in his end cup, then continued around the board, depositing paper clips in his opponents first two cups.

If, however, player 1 had selected the paper clips in the third cup from the right, he would have ended by placing his last paper clip in the end cup. When a player deposits the last paper clip in the end cup, he gets another turn, and may select the paper clips in another of his cups, continuing in the same manner.

The object of the game is to end your turn with all of the cups on your side empty (excluding, of course, the end cups.) Note that in this version, the number of paper clips, if any, in the end cup has no bearing on the game play.

African symbols may be found at these websites:

http://www.welltempered.net/adinkra/htmls/adinkra_index.htm

<http://www.wisegorilla.com/images/african/african.html>

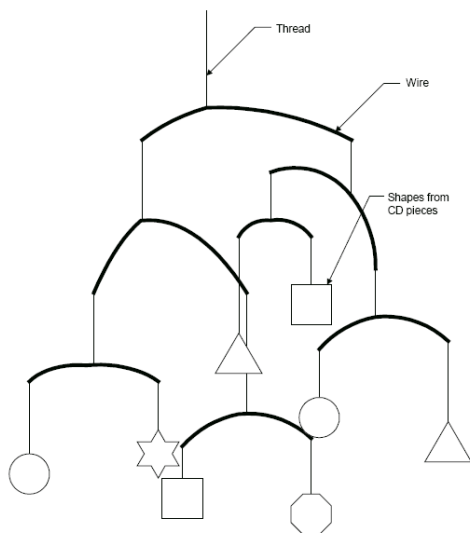
If the boys draw the symbols on stickers, or paper, and glue them to the bottom of the egg carton cups, it will work better. The bottoms of the cups are bumpy, and hard to draw on.

Mirror Mobile

Catalina Council

Materials:

- Aluminum wire (use a length of main feed electrical House wire, stripped and unbundled)
- Junk CDs (e.g., AOL)
- Thread
- Hot glue
- Utility knife



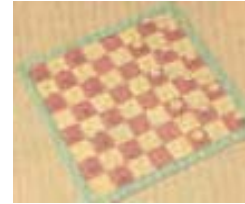
Directions:

- ✓ Ahead of time, cut the CDs into various shapes. You will need a dozen or more for each mobile.
- ✓ Also, cut the aluminum wire into different lengths (3" to 6"). Put a slight hook on each end of each length of wire to give a place to tie the thread.
- ✓ Cut the thread into varying lengths (6" to 10").
- ✓ Have the kids glue one end of each thread sandwiched between two pieces of CD.
- ✓ Have them tie and glue the other ends to ends of the some of the wire pieces.

- ✓ Tie and glue the centers of these pieces to ends of other wires forming a mobile. (This is really hard to describe in words—how about looking at a picture instead!?)

Checkerboard

Catalina Council



Materials

- ✓ 1 piece of plywood cut (square) to size you want
- ✓ Felt in two different colors
- ✓ Paint (enough to cover the top of the plywood)
- ✓ Paint: small amount, 2 colors (same colors as felt)
- ✓ Bag of round wood discs (available at craft stores)

What to do:

1. Cover top of plywood with 1 or two coats of paint, (color of choice).
2. Allow each coat to dry completely.
3. Cut 64 squares of felt, 32 of each color. Be sure they are all the same size and will fit on the plywood size you have decided on.
4. Use the two colors of paint that you have decided on to paint 24 wooden discs. 12 of each color.
5. Allow to dry.
6. Play Checkers

Ball Catchers

Catalina Council



What you'll need:

- 2 plastic milk cartons or laundry detergent bottles
- Sharp scissors. **Large detergent bottles work well, too, and they are heavier plastic!! CD**
- Colored electrical tape or "Painters" paint markers
- Ball to play with (**I use socks rolled into a ball CD**)

How to make it:

Wash and let dry the milk cartons well before starting.

Note:

It is easier to cut the bottom off of the containers first.

- ✓ Use the sharp scissors to cut the milk carton or detergent bottle.
- ✓ First cut off the bottom, then cut a U shape under the handle. Make sure you don't cut into the handle so you can hold on the ball catch. (see photo)
- ✓ Use the colored electrical tape or "Painters" paint markers to decorate the milk cartons.
- ✓ Have fun playing catch and toss with these fun toys.

MORE GAMES AND ACTIVITIES

Wendy, Chief Seattle Council



From the Cub Scout Leader How-To Book –

- ✓ **Puzzles**, p. 5 – 25-26.

ADVANCEMENT IDEAS

From Program Helps via

www.cubroundtable.com

If you follow the grid on the inside of the cover in the front of Cub Scout Program Helps, your Cub Scouts can complete earning their Rank Awards (Tiger, Wolf, Bear) by the Blue and Gold in February.

Tigers –

Ach:

Den Meetings - 3G, 4D

At Home - 4F

Elect. 3 19

Wolf-

Ach

Den Meetings - 2b, 10b

At Home - 5 a-e, 10 a-e

Elect. 1b

Bear –

Ach

Den Meetings- 10b, 13f, 15b, 15c

At Home - 11a, b, d, e, 13f

Elect.*Alice, Golden Empire Council*

This would be a good month to focus on the family, as cold weather brings families together to play board games and work puzzles – Suggest each family begins work on the BSA Family Award, which can be used throughout the year and awarded more than once. The Heritage Belt Loop also focuses on family background. Chess is a game that requires good “thinking” skills, so the boys could work on the Chess Belt Loop. Work on the Honesty Character Connection – check out the “Trustworthy” video at www.scouttube.org . for some real-life examples of how honesty affects everyone.

Tiger Cub Achievements:

- ✓ Ach. #2D – participate in a flag ceremony;
- ✓ Ach. #2F – Look at a map of your community – it looks like a maze, but you can locate special places and try to find three ways to get there
- ✓ Ach. #2G – Visit a fire station; make sure they talk about family fire drills and how to exit a room safely; then try the Family Fire Drill Maze under Den & Pack Activities
- ✓ Ach. #3F – Plan and do a family fire drill – to get an idea how hard it might be in the real situation, try doing it at night with all the lights out, and crawl through the “maze” from different rooms; let everyone try from several places

- ✓ Ach. #3G – learn the rules of a sport and go watch a professional game (if you don’t understand the rules, it is almost as confusing as a maze)
- ✓ Ach. #4D – Play “Tell It Like It Isn’t” – it’s almost like getting directions for a maze secondhand and then trying to do it!
- ✓ Ach. #5G – Take a hike with your den – you could do it on a visit to a maze or labyrinth

Tiger Cub Electives:

- ✓ Elect. #2D - make and/or display decorations for the pack meeting, using either mazes or Pinewood Derby theme
- ✓ Elect. #3 – play a board game, a card game, or make a puzzle with your family
- ✓ Elect. #6 – with your adult partner, teach a song to your family or den and sing it together; you could try the “Maze” song as a round
- ✓ Elect. #14- with your adult partner, read a story about mazes or Pinewood Derby; the Librarian can help you find one
- ✓ Elect. #17 – make a model Pinewood Derby racer, or a maze or labyrinth
- ✓ Elect. #19 – learning and showing magic tricks helps you and others use “thinking” skills, just like a maze
- ✓ Elect. #22 – have a picnic with your family or den; that could be part of a visit to a local maze
- ✓ Elect. #25 - make and share a snack with your family or den; try one from Cub Grub, like the Edible Maze
- ✓ Elect. #35 – play a game outdoors; or make a maze or labyrinth outdoors and do it
- ✓ Elect. #48 – use public transportation to get to a maze

Wolf Achievements:

- ✓ Ach. #2b – Lead a flag ceremony in your den – decide on a pattern for the boys to stand in
- ✓ Ach. #4F – Visit an important place in your community; before the visit, use a map to locate the place and find several ways to get to the location
- ✓ Ach. #6b, c – Make a neat collection of mazes or puzzles and explain them to another person
- ✓ Ach. #9c – with an adult, check your home for fire danger; follow up with a family fire drill or the Family Fire Drill Maze activity
- ✓ Ach. #9d – Walk an area around your home or den meeting with an adult, using the sidewalks as a “maze” path – point out and demonstrate good rules of street safety as you go
- ✓ Ach.#10c – plan a walk with your family; do it while visiting a maze, or use a trail map of the area to “walk” the trails as if they were a maze, finding different ways to arrive at the destination
- ✓ Ach. #10d – read a book about mazes or labyrinths
- ✓ Ach. #10g – have a family board game night or do a big puzzle together

Wolf Electives:

- ✓ Elect. #1 – Use a secret code to tell boys what game you are going to play, where you are going to go, or the secret to solving a puzzle
- ✓ Elect. #4a,b,c – play the games and see how you could rearrange them in a different pattern

- ✓ Elect. #4e – play marbles – notice how you can set them up in a pattern like the beginning of a labyrinth
- ✓ Elect. #4f – play a wide area game, or make a maze or labyrinth; play it with your den or pack
- ✓ Elect. #5g,h,i – if you make or put together a model boat, plane, train or Pinewood Derby car
- ✓ Elect. #6b – choose a book about mazes, puzzles or labyrinths; the librarian can help you find one
- ✓ Elect. #9a – help plan and decorate for the Pinewood Derby or a special pack meeting
- ✓ Elect. #11c, f – learn and sing three scout songs – try doing the Maze song as a round
- ✓ Elect. #12a – make a free hand drawing of a maze or a Pinewood Derby car design
- ✓ Elect. #12e – make a stencil pattern that can be used for the Pinewood Derby, such as letters or shapes for the wall
- ✓ Elect. #12f – make a poster about mazes, labyrinths, or to publicize the Pinewood Derby
- ✓ Elect. #16 – talk about emergency family plans; try the Family Fire Drill Maze
- ✓ Elect. #18b,c, d – with an adult, help plan and run a family or den outing; you could lay out a labyrinth as a treasure hunt, or an obstacle course as a maze
- ✓ Elect. #20d – if you go skiing, understand safety and courtesy codes and practice basic skills
- ✓ Elect. #20e – know safety rules for ice skating and demonstrate basic skills
- ✓ Elect. #20f – know safety rules and demonstrate skills for roller skating
- ✓ Elect. #20g – go bowling and practice rules and skills
- ✓ Elect. #20k – show how to dribble and kick a soccer ball and play the game
- ✓ Elect. #20m – show basketball skills, then play a game
- ✓ Elect. #21b, c – use a computer program to write a report about mazes or puzzles
- ✓ Elect. #22 – learn to say it right in another language – a really A-Maz-ing feat!

Bear Achievements:

- ✓ Ach. #8b – talk with an old-time scout; find out what kind of games, riddles and “thinking” games he liked to play and try a few of them
- ✓ Ach. #8c – add to a create a den or pack scrapbook about favorite puzzles, games and maze activities
- ✓ Ach. #8d – make a family tree – it has a form just as a maze does, and until you learn about family members, they can be just as mysterious as a maze
- ✓ Ach. #9b – with an adult, make a snack for a den meeting – try one of the Cub Grub recipes like the Edible Maze
- ✓ Ach. #10a – go on a family day or evening trip – you could visit a museum, maze or labyrinth; help plan the route to take
- ✓ Ach. #10b – have a Family Fun Night at home and play some board games or work out some puzzles
- ✓ Ach. #11b – go over water and winter safety rules
- ✓ Ach. #11e – go over fire safety, help make a family fire drill plan, and practice the Family Fire Drill Maze
- ✓ Ach. #12a, b – some families continue to do Family Camping during the colder months; learn and practice

how to be safe and what to do if lost (check out the ideas at Hug A Tree)

- ✓ Ach. #12e – plan a family outdoor day; it could be a visit to an established maze, or you could go to a beach or park and lay out one of your own
- ✓ Ach. #13f – play a family board game using play money
- ✓ Ach. #14a, b – know the rules for bike safety, then lay out a bike “maze” to test your skills
- ✓ Ach. #14g – plan a take a family bike ride; use a map of the bike path or route to compare the various possible routes to a maze; keep a mental record of the path you take and see if you can show it on a map afterwards
- ✓ Ach. #15 – do any of the games activities and try some new ones from this packet
- ✓ Ach. #17a – choose and watch a TV show with your family and discuss it
- ✓ Ach. #17b – play a game of Charades with your den or family; this is a game that makes you think and observe, just like a maze does
- ✓ Ach. #17d – use a computer and spell-check to write a report about mazes, labyrinths, or board games
- ✓ Ach. #18f, g – write a story about something you have done with your family, or a den activity such as making a labyrinth
- ✓ Ach. #18h – complete the Character Connection for Honesty
- ✓ Ach. #21a, b – build a model from a kit, such as a Pinewood Derby racer; build a display for your model
- ✓ Ach. #22b – learn to tie various knots, using your “thinking and solving” skills
- ✓ Ach. #22e – learn and demonstrate a magic rope trick
- ✓ Ach. #23a, b, c – choose a sport you can do in the winter and learn the rules and play the game
- ✓ Ach. #23d – watch a sport on TV with family
- ✓ Ach. #23e – attend a professional, high school or college sporting event with family or den
- ✓ Ach. #24a-e – do any of these activities; choosing a path in a maze is like choosing what you will do when there are several possibilities; you could even draw out the choices on a blackboard to show the consequences of the choice made

Bear Electives:

- ✓ Elect. #9a – make a silhouette of a family member to display; or make a mosaic of a labyrinth pattern design – for ideas, check the website section
- ✓ Elect. #13a, b, c, d – learn and show some of the magic puzzles, tricks and rope tricks
- ✓ Elect. #14b – make a sketch of a landscape labyrinth or maze and tell what plants you would use to make it
- ✓ Elect. #18c – plan an outdoor game, such as a Maze for your den to use; do a paper sketch of how it will be laid out
- ✓ Elect. #20b – learn safe skiing rules and demonstrate skills
- ✓ Elect. #20c – learn safe ice skating rules and demonstrate skills
- ✓ Elect. #20e – learn safe roller skating rules and demonstrate skills
- ✓ Elect. #20f – earn a new Sports Activity Pin

- ✓ Elect. #22b – start a collection, display it neatly and display it at the pack meeting (you could even make a collection of mazes, puzzles, “thinking” games)
- ✓ Elect. #22c – start and organize your own library
- ✓ Elect. #23d – make a map showing the route from your home to your meeting place; to make it more interesting, set it up like a maze, with different possible routes to the same place
- ✓ Elect. #25a – if your family or pack do winter camping, list and assemble ten essential items you will need.

MIND GAMES

Floor Maze

Gregor, Cubmaster, Plano, TX

To Baloo via Philmont Training Center 2009

Thank you. CD



See grid directions on last page

Set Up -

- ✓ Numbers are shown so that I can give you the solution (answer). You can put numbers in your grid or not.
- ✓ Squares should be about 3 feet by 3 feet
- ✓

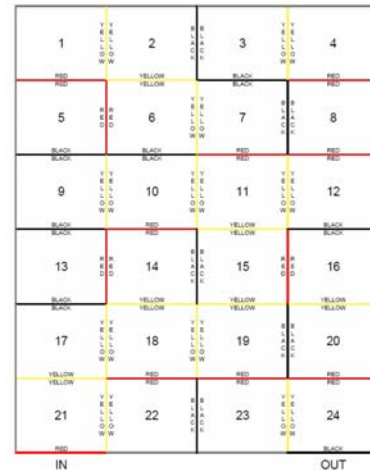
Indoors -

- ✓ Construct the grid on the floor using electrical tape or duct tape
- ✓ Use Red, Back and Yellow. *Or three colors of your choice!* Original grid that Gregor saw at the Circle Ten Scout Show used white not yellow.
- ✓ Use a different (4th) color for the boundary if you wish

Outdoors

- ✓ Get a roll of yellow plastic caution tape (ribbon??) (It does not have any stickum on it)
- ✓ Construct out the grid on the ground in your back yard ahead of time!!!
- ✓ Squares are still 3' by 3'.
- ✓ Put red and black duct tape on the appropriate lines. Use third color if you wish for yellow sides or just leave as is.

- ✓ Use cut up coat hangers to stake grid to the ground. (Use bent ends to make little "Vees" and push them into the ground over the caution tape.



See bigger picture on last page

The Play

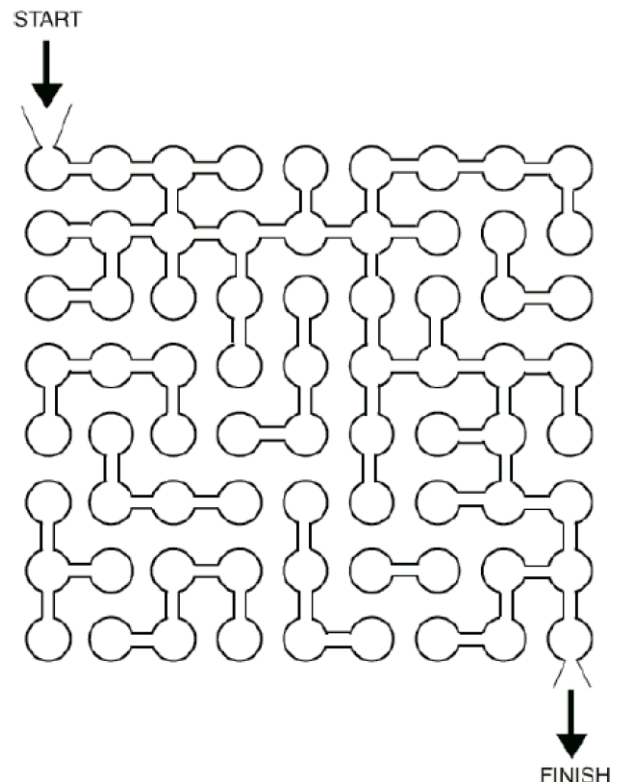
- ✓ Boys enter at the RED line on the outer border.
- ✓ They proceed through the maze going RED - YELLOW-BLACK, RED-YELLOW-BLACK, ...
- ✓ They must get to the BLACK line on the outer border to exit.

Answer

- ✓ RED entry to 21, 22, 23, 19, 15, 14, 10, 9, 5, 6, 7, 8, 4, 3, 7, 11, 12, 16, 15, 19, 20, 24, 23, 22, 18, 14, 15, 16, 20, 19, 23, 24, out over BLACK

Fun Maze

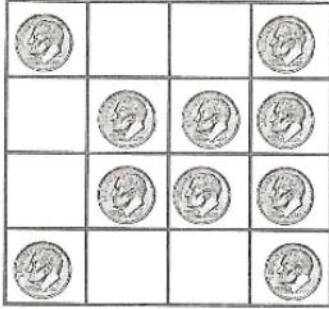
Catalina Council



An Even Exchange

Sam Houston Area Council

Can you move two dimes to empty squares so that each of the eight rows and columns and the two diagonals contain an even number of coins?



Tesseract's Mazes

Hand Drawn by Isaac M. Thayer

<http://britton.disted.camosun.bc.ca/mazedthings/mazedthings.html>



For the most truly awesome mazes on the planet go to <http://britton.disted.camosun.bc.ca/mazedthings/mazedthings.html>

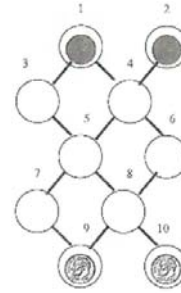
DO NOT USE THIS COPY - download a clean full size one!

There are several dozen hand drawn mazes there similar in style to the George Washington above. You have to go from the G to the W (or vice versa) These mazes are truly fantastic to figure out. Bookmark this website. *If you lose it - searchon "mazed things" and "Isaac M Thayer"* Searching on Tesseract Mazes will get you some but not the whole(?) collection!!

Sly Sliding

Sam Houston Area Council

Object: To switch the pennies on circles 1 and 2 with the dimes on circles 9 and 10.

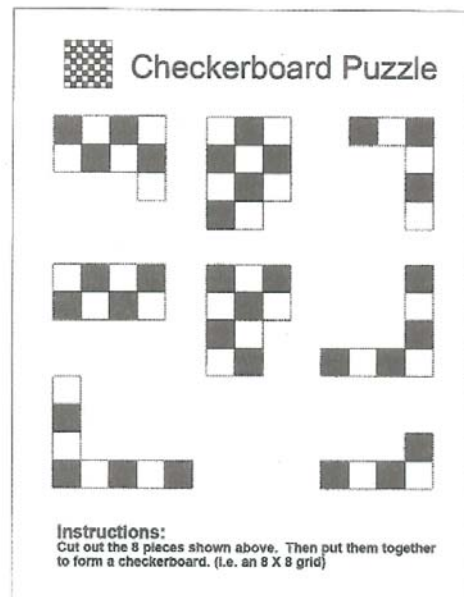


Play:

- ✓ You may move the coins one at a time, and in any order you like – any distance along the lines (but stopping only on circles).
- ✓ The only restriction is that at the end of any move, a penny and a dime may never lie on the same straight line.

Checkerboard Puzzle

Sam Houston Area Council

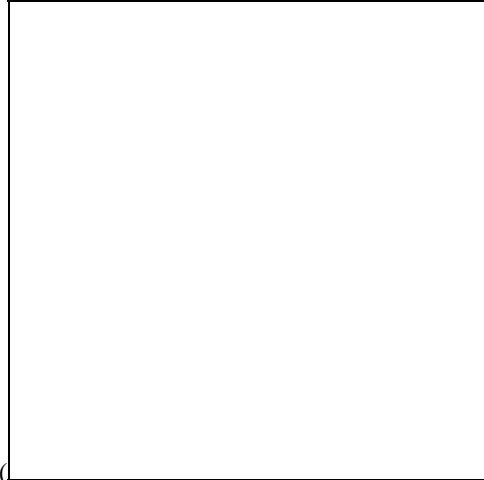


- 1) Cut out the 8 pieces
- 2) Assemble to form an 8X8 checkerboard

Stop Sign Maze

www.Billsgames.com/mazegenerator

Bills Games offers lots of free, award-winning web-based games for the whole family. Like this one - Of course, you don't want to see any stop signs for your Pinewood Derby Racer – but see if you can make your way from the top right to the bottom left of this Stop Sign Maze!



from the Maze Generator at

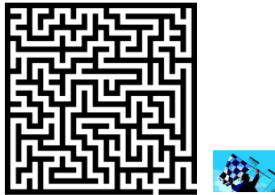
www.Billsgames.com/mazegenerator

Don't just copy this one, go there and check them all out!!!

Turn any maze into a theme related maze -

For Pinewood Derby -

Put a car at the in and a flag at the out.



Car can start at the bottom right opening and go all around the maze, reaching the finish line at the right side just above the bottom. Have them look for different ways to do it!!

You can get mazes at www.Billsgames.com/mazegenerator

Or other places on the web. Just google mazes!!

More Ideas -

- Outdoors - Acorn at the in, oak tree at the out
- Cubs - Bobcat badge at the in, Arrow of Light at the out
- Snow - Snowflake at the in, Snowman at the out
- Cubstruction - nail at the in, house at the out
- Camp - Tent at the in, Dining Hall at the out
- Swimming - Boy at the in, pool at the out

Hope you get the idea -

anything can be made theme-related!!!

Note from Alice - Make multiple copies so boys can try different paths. You could also enlarge this, laminate the maze itself, and let each boy have a small laminated prop sized to fit the maze to actually "run" the maze.

Marble Maze

Sam Houston Area Council



Assembly:

- ✓ Base, use a large cardboard box lid (computer paper box lid).
- ✓ Turn the lid over and glue S shaped pieces of foam packing material (packaging peanuts) at different spots, making a maze for the marbles. Above picture is a sample, use your imagination!

Play:

- ★ Place the marble at one end. This will be the START.
- ★ Each Scout tries to move the marble to the FINISH line by tilting the box back and forth and side to side.
- ★ The Scout who gets his marble through the maze is the winner (hopefully all the Scouts can be winners!)

GAMES

Card Toss

Sam Houston Area Council

Place a small decorated box on the floor about six feet away from a chair. (You could have two or three stations set up, or one for each rank, and have a relay.)

Have the Scout sit in the chair and try to toss 10 cards from a deck of cards into the box. *Younger Scouts might appreciate a small laundry basket instead of a box, or, if you are in lines by rank, the Tigers could be closer to the box than the Webelos Scouts.*

Frogs, Insects, & Flowers

Capital Area Council

Divide the Scouts into three circles, one inside the next.

- The Scouts in the outer circle are flowers and stand still.
- The Scouts in the innermost circle are insects and begin the game with one knee on the ground.
- The Scouts in the middle circle are frogs and begin the game standing.

When the whistle sounds,

- The insects have 10 seconds to run and tag a flower. They may avoid capture (being tagged by a frog) by “flying” (touching one knee to the ground).
- Frogs chase the insects and can “follow” an insect by turning 360 degrees during which the insect can fly away.

After each round,

- Successful frogs or insects remain as that creature for the next game.
- A captured insect becomes a frog.
- An insect that is not captured but does not touch a flower becomes a flower.

Each round creates changes in relationships. A balanced game can go on indefinitely, but if frogs are too successful, the insects are wiped out, which causes the frogs ultimately to “die.” If the frogs are not successful, they may be wiped out and large uncontrolled numbers of insects may result.

Tabletop Golf

Wendy, Chief Seattle Council

Directions:

- ✓ Draw Golf course on paper, 4 holes on one side, and 5 holes on the other.
- ✓ Vary the size and shape of the putting greens. (Some with a 90 degree curve, some wiggly like a snake, some pear shaped, etc.)
- ✓ Add water and sand hazards.
- ✓ Trace around a nickel to make the holes.
- ✓ Color the golf course, and slide papers into a protective plastic sleeve.

Rules:

- ✓ Using a pencil (or golf club made from a craft stick), hit the golf ball (dime) into each hole using as few strokes as possible. (Players can color their dime with washable marker so they can tell the dimes apart.)
- ✓ The dime is out of bounds or in the hole if more than half the dime is over the line.
- ✓ Add penalty strokes for the following: Water: 2 strokes. Sand: 3 strokes. Another hole/off the green: 4 strokes.
- ✓ The player with the fewest strokes wins.
(Variation on a dollar store game.)

Really Mini Miniature Golf

Wendy, Chief Seattle Council

Golf Club:

- Using pruning shears, cut 1” off the end of a craft stick.
- Sand both ends smooth.
- Tacky glue the small piece to the cut end of big piece at slightly more than 90 degrees to make a golf club.

Holes:

- Cut a strip of paper about 1" wide by 4 " long.
- Overlap the ends, and tape, creating a circle.
- Pinch the loop in two places, creating a flat side about 1 inch in length.
- Place the hoop on the flat side so it stands up.
- Make 9 of these hoops, and number them.

Set Up and Play:

- Place the nine holes on the floor.
- Create obstacles using cups and toilet paper tubes.
- Make ramps from cardboard.

- Bounce marbles off books.
- Players hit marbles through the hoops with their craft stick golf clubs, trying to hit the ball into the hole with the fewest strokes.
- The player with the lowest score wins.

Tabletop Shuffleboard

Wendy, Chief Seattle Council

Draw shuffleboard court on paper, and slide into a plastic protective sleeve.

Color 4 dimes one color with washable markers, and leave the other 4 dimes plain.

Players push the dimes toward the shuffleboard court with a pencil.

Score points only if the dime is completely within the scoring compartment.

Player with the highest score wins.

(Variation on a dollar store game)

Group Juggling

Sam Houston Area Council

Scouts stand in a circle with their hands in the air.

The den leader or Cubmaster tosses a beach ball to a Scout on the opposite side of the circle.

That Scout throws the ball to a second Scout and so on.

Once a Scout has caught the ball and tossed to someone else, he puts his arms down.

The last Scout to catch the ball tosses it back to the den leader to start again.

For more fun, add a second or third ball.

Pinewood Maze Board Game

Alice, Golden Empire Council

Enlarge the maze you drew for the Advancement

Ceremonies and draw lines across the white pathways every inch or so, to make “spaces.”

Each boy gets either a cardboard racer or even a toy car for his game piece.

Dice are rolled to determine how many spaces can be moved each turn – but of course, there’s still the factor of finding a pathway without a dead end!

Or to make it even more challenging, add in some “special” squares every so often.

Some examples:

“Out of gas – skip a turn”

“Extra traction – move ahead two spaces”

“Pit Stop – go back 6 spaces”

“New engine additive – take an extra turn”

Get the idea!

Doctor Who and the Daleks

Catalina Council

Equipment: None

Formation: Scatter

- Three 'Daleks' and three 'Doctor Who's' are suitable for a Pack of 24 boys.
- The 'Doctor Who's' turn their caps back to front for identification and the 'Daleks' wear their scarves back to front.
- At the word 'GO' from the leader, the 'Daleks' chase the rest of the Pack.

- If the 'Daleks' touch anyone, that Cub must freeze, until he is released by the touch of a 'Doctor Who'.
- No one is out and no one ever really seems to be caught when the time is up, but it is a splendidly exhausting game!
- The game should be played for roughly two minutes before the 'Doctor Who's' and the 'Daleks' are changed.

Fill the Basket

Catalina Council

Equipment:

A pail or a large basket
As many balls as possible.

Formation: Scatter

- ★ The leader has the basket and endeavors to keep it empty,
- ★ The leader throws the balls as far away as possible.
- ★ The Cubs do their best to fill the basket.
- ★ See who wins at the end of five minutes!

The Mystery Number

Catalina Council

Equipment: A whistle

Formation: Circle

The Pack forms a circle with the Sixers (Webelos?) in the middle. The Sixers choose a mystery number known only to themselves.

The Cubs march round in a circle chanting the number of each step they take.

When they reach the secret number, the Sixers chase them.

After ten seconds, the leader blows the whistle and the chase ends. Any Cubs who have been caught go into the center and help the Sixers.

The next number is decided upon and the game goes on until time is up and the Cubs who remain free are acclaimed as winners.

Note: As the chasers become more numerous, they must hold hands until the mystery number is reached. Set a limit to the mystery number. Anything over ten becomes tedious.

I'm a Great Big Whale

Catalina Council

Equipment: Wool or some sort of flag to put into the back pocket.

Formation: Scatter

The Sixers (Webelos?) stand in the middle of the room. They are the 'whales'. The rest of the Pack with a flag in their back pocket (sticking out), line up at either end of the room. They are little 'fishies'.

The 'whales' then chant, in deep whale-like voices, 'I'm a Great Big Whale at the bottom of the sea.'

The 'fishies' reply in high-pitched fish voices, 'And I'm a little fish and you can't catch me!'

The 'fishes' then race to the far end of the room and the 'whales' try to catch them by pulling the flag out of their pocket.

Any who are caught become 'whales' and help to catch the rest of the 'fishes'.

The game continues until one little 'fish' remains as the winner.

Clear the Deck

Catalina Council

Equipment: None

Formation: Group

- ✓ The four sides of the room are given names, i.e., 'Clear the deck!'; 'Man the boat!'; 'Shore leave!'; 'In the galley!'.
- ✓ When the leader calls out any of those commands, the Cubs rush to that side of the room.
- ✓ There are extra commands as well: 'Boom coming over!', 'Lie flat on the floor', 'Admiral coming!', and 'All stand and salute.'
- ✓ No one is ever out but the last Cub to obey the order loses a life and rolls down a sock or rolls up a sleeve.

Note: In the original version of the game the four sides of the room are Port, Starboard, Bow and Stern, although this is merely a matter of choice.

Ball Pass

Catalina Council

Equipment: 1 ball

Formation: a Circle

- The Pack forms a circle and one Cub has the ball.
- He passes it to the neighbor on his left and immediately starts to run round the circle.
- His aim being to be back in his place to receive the ball when it has been passed right round the circle.

C.U.B.S.

Catalina Council

Equipment: 1 beanbag

Formation: a circle

- The Cubs sit in a circle with the beanbag in the center and the leader gives them a letter in the order C.U.B.S. all the way round the circle.
- The leader calls out one of the letters and all the Cubs with that letter run clockwise (right) round the outside of the circle and back through their places into the center - where they try to snatch the beanbag.
- The Cub who get the bag is the winner.

Gravity Works

Sam Houston Area Council

- ★ Place a narrow-mouthed jar upright on the floor.
- ★ Give each Cub Scout 10 clothespins
- ★ When his turn arrives and have him stand over the bottle.
- ★ Holding the clothespin at eye level, each Scout tries to drop them one at a time into the bottle.
- ★ The winner is the Scout who drops the most pins in the jar/bottle.

The Marble Bandana Cup Game

Sam Houston Area Council

Materials – (for each team) bandana, cup, marble

Set Up -

- Divide Scouts into teams of 4 or 6.
- Give each team a bandana, and ask them to hold the corners or edges so the bandana looks like a tabletop.

- Everyone must use both hands to hold the bandana and it must be kept tight and flat.

Play:

- Place a cup upside down on top of the bandana and place a marble on top of the overturned cup.
- Teams must transport the marble-bandana-cup from the starting line to a finish line a distance away.
- If the marble falls, the Scouts must start again.
- The team that crosses the finish line first wins. (For Webelos, consider an obstacle course that they must navigate between the start and the finish lines.)

Marbles*Catalina Council***What you need:**

- Baking or self hardening clay in several colors
- An adult helper if using baking clay

What you do:

1. Take a small piece of clay and roll it into a ball, if you want multicolored marbles, use 2 or 3 colors.
2. Make about 10 small marbles, and 1 larger one, for rolling. You can make them all different.
3. Bake or dry the marbles according to the directions on the package of clay.

How to play a game of marbles:

- ✓ Get together with a friend who has their own marbles or share your marbles.
- ✓ Draw a circle outside on the sidewalk (or any other hard outdoor surface) with chalk.
- ✓ Place the marbles in the circle and give the big marble to your friend.
- ✓ Have your friend try to roll your marbles out of the centre, she will claim the marbles she knocks out, but, if she rolls one of her marbles out of the circle you get that marble!
- ✓ Take turns until all the marbles are gone.
- ✓ The person with the most marbles wins!

Note: you should make your marbles different colors, so you can tell who rolled who's marble out of the circle.

Cap On Peg Slide*Catalina Council*

Note: This is a reverse version of the cup in a ball game.

Materials:

- Wooden spool
- Wooden peg or dowel to fit center of spool, about 1 1/2 inch long
- 5 inches cording or heavy thread
- Plastic cap to fit over the top of the doweling or peg
- Paint, color of your choice
- 3/4 inch PVC slide ring

Equipment:

- Hot glue
- Paint brushes
- Punch awl or small drill

Directions:

- ✓ Hot glue the wooden peg into the spool.
- ✓ If desired, paint both pieces and allow to dry.
- ✓ Punch a small hole in the center of the plastic cap.

- ✓ Glue one end of the cording to bottom of the wooden spool.
- ✓ Slip the other end of coring through the hole in the plastic cap, make a knot and glue in place
- ✓ Mount the slide ring to back of the spool using hot glue.

Bowling Game

Recycle plastic soda bottles and make an easy game out of them.

*Catalina Council***What you need:**

- Ten Plastic Bottles (2 liter or 20 oz.), clean and dry
- Stickers
- Shredded Tissue Paper
- Shiny Cloth or Easter Grass
- Lightweight Rubber Ball

What you do:

- Decorate bottles with stickers, or fill them with tissue paper (bunched or shredded), shiny cloth, or Easter grass.
- Setup the pins and bowl them down with a rubber playground ball

Ladder Balance*Sam Houston Area Council*

- ✓ Divide the Scouts into teams and make pairs within the teams.
- ✓ Scouts should sit down the length of the room facing their partners, with their feet touching those of their partners.
- ✓ At a signal, the first Scouts jump up and run down the room over the legs of their team members (who may not move their legs).
- ✓ When they reach the end of the "ladder," they take their place sitting next to the end players on their team.
- ✓ The next team members do the same as the first team members.
- ✓ The first team to travel all the way across the room wins. The game can be made more interesting for older Scouts by providing simple obstacles for the "ladders" to avoid, like chairs, boxes, or benches to go around.

Burst the Balloon*Catalina Council***Equipment:**

- 30-40 balloons;
- pencil and paper for the scorekeeper

Formation: Scatter

- The balloons are blown up and scattered on the floor. Players stand in scatter formation.
- On 'GO', the object is to break as many balloons as possible, by sitting on them! When a person breaks a balloon, he shouts 'I SCORE!' and must put his hand in the air.
- The scorekeeper then runs up to the person whose hand is in the air, marks a point down on his tally sheet. The player then tries to break another balloon and earn more points.
- When all balloons are broken, scores are added up and a winner is declared.

Variation:

- ✓ Break the balloons by putting them between the knees and squeezing them until they break.
- ✓ Burst the balloons by jumping on them with both feet.
- ✓ Burst the balloons by squeezing them between two people.

The Huron Hop*Catalina Council***Formation:** teams**Equipment:**

- 10 black headbands with one feather
- 10 white headbands with one feather
- 50 inflated balloons with pieces of string attached to each
- Tape or rope to mark circle on the ground.

Directions:

- Divide the group into two teams; give each team headbands.
- Draw a large circle on the floor and have 5-10 players from each team enter the circle. A balloon is tied to each player's left ankle.
- The object of the game is to break your opponent's balloon while trying to avoid having your own broken. Once your balloon breaks, you leave the circle to join the audience.
- The game is played for five minutes and the team with the largest number of braves and maidens still in the circle wins. Play the game several times with new braves and maidens each time.
- While the game is going on, the audience shouts war whoops!

Whale Ahoy!*Catalina Council***Equipment:** 1 paper or sock ball or beanbag**Formation:** Scatter

- One boy is selected to be the 'whale', he may run freely about the room.
- The rest of the Cubs each choose a position and since they are 'rocks in the sea', they may not move.
- The aim is to 'harpoon' the 'whale' by hitting him with the ball.
- Whoever hits him takes his place as the next 'whale'.
- The skill of the game lies in passing the 'harpoon' from 'rock to rock' in an endeavor to corner the 'whale', rather than the Cubs taking random shots.
- This is good training in playing for the game rather than for the individual.

Tail Tally*Catalina Council***Equipment:**

- 1 rope per Cub, color coded for each Six
- 1 whistle

Formation: Scatter

- One Cub from each den is a 'catcher'.
- All the other Cubs have a 'tail', a length of rope which they tuck into their back pockets.
- The 'catchers' try to snatch as many tails as possible in a given time.

- A Cub who loses his tail goes to a 'pen' from which he may be released if the 'catcher' from his Six gives him a tail.
- When the leader blows the whistle, the dens return to their corners and count their tails, including those that their 'catcher' has snatched.

Cat & Mouse:*Wendy, Chief Seattle Council***Directions:****Mouse:**

- Cut egg cups out of an egg carton.
- Paint if desired.
- Trace mouse ear and eye patterns onto paper.
- Color.
- Cut out, and tacky glue to egg cup.
- (Optional: glue on googly eyes.)
- Draw nose and whiskers on egg cup.
- Tie a knot in a 2 ½ inch piece of yarn.
- Pierce hole in the back of the egg cup, and thread the yarn through for a tail, knot inside the cup.
- Glue or tape the tail for added security.

Cheese:

- Cut 10 cheese triangles out of yellow craft foam.
- Using a paper punch, punch out holes for a swiss cheese effect.

Cat:

- Cover a small box with orange paper. (I cut down a cracker/small cereal box.)
- Trace cat patterns onto another sheet of orange paper.
- Cut out, and glue to the box.

Game Board:

- Cut mouse holes in the corners of the poster board/file folder.
- Fold up the corners.
- Draw a circle in the center that is big enough for the cat.
- Draw a spiral out from the center, with the lines far enough apart for the mice to fit in.
- Draw 12 lines radiating out from the center.
- Draw arrows on the board, some pointing clockwise, some pointing counter clockwise. (I drew my arrows on sticky notes so I could change the board as desired.)

Rules:**Cooperative version:**

- Scatter cheese on the board.
- Put the cat in the middle of the board.
- Mice start at the mouse holes.
- Players roll a 6 sided die.
- Player chooses any mouse and moves toward the center of the board.
- If a mouse gets to the center, it returns to its hole and starts again.
- If a mouse lands on a cheese, it captures it, and must now take it back to its mouse hole.
- When it reaches the hole, it starts again.
- If the mouse lands on an arrow, the cat is turned one space in the direction of the arrow.

Any mice (and cheese) that are on that column of spaces radiating out from the front of the cat are eaten, and are out of the game.

Players try to collect all the cheese with out being eaten.

Competitive version:

Play as above, except players just move their own mouse.

If they land on another mouse, they can steal that mouse's cheese, and take it back to their hole.

Optional rule: when a mouse is eaten by the cat, it starts again at its hole rather than being out of the game. If it is carrying cheese, it must drop the cheese where it was caught by the cat.

Fish version:

Fish/sharks:

Paint egg cups if desired.

Cut out fins and tail, and

Tacky glue to the egg cups.

Play:

Instead of cheese, cut small fish out of foam (or use goldfish crackers).

Using the patterns, decorate a small box to look like a fish, rather than a cat.

Play the game as above.

CUB GRUB**Edible Maze**

Alice, Golden Empire Council

Ingredients:

Graham cracker for each boy,

Frosting,

Knives,

Toothpicks,

Various candies.

Directions:

☞ Each boy frosts (ices) his graham cracker,

☞ Then he "lays out" a maze by drawing with a toothpick on the frosting.

☞ Candies such as M&M's can be used to show the pathway thru the maze.

☞ And then of course, they can eat the whole thing – maze and all!

Simple Snack Mix Note:

Catalina Council

Prep time: 5 minutes

Ingredients:

1 cup whole grain cereal (squares or Os work best)

1/4 cup dried fruit of your choice

1/4 cup nuts, such as walnut pieces, slivered almonds, or pistachios

1/4 cup small, whole-grain snack crackers or pretzels

Equipment and supplies:

Single serving (snack size) bags

Large bowl

Measuring cups

Large spoon

Directions:

1. Measure out ingredients.
2. Combine in large bowl.

3. Makes - Three to four 1/2-cup servings

Spoon Fudge

Catalina Council

Ingredients:

Gallon size Zip Loc® plastic bag

1 lb. powdered sugar

1 stick of butter (1/4 lb.)

3 oz. cube of cream cheese

1/2 tsp. vanilla

1/4 to 1/2 cup of cocoa

Directions:

1. Place all the ingredients in the Zip Loc® bag and
2. Squeeze out all the air.
3. Squish and smooch the bag until all the ingredients are well mixed and there is a creamy consistency.
4. Add favorite flavors or stuff (raisins, peanut butter, etc.)
5. Take a spoon and enjoy

Fruit Kabob

Catalina Council

Prep time: 15 minutes

Ingredients:

1 apple

1 banana

1/3 c. red seedless grapes

1/3 c. green seedless grapes

2/3 cup pineapple chunks

1 cup nonfat yogurt

1/4 c. dried coconut, shredded

Utensils:

Knife (Adult help needed)

2 wooden skewer sticks

Large plate

Directions:

1. Prepare the fruit by washing the grapes and apples
2. Cut the apples into small squares,
3. Peel the bananas and cut them into chunks, and
4. Cut the pineapple into chunks, if it's fresh.
5. Put the fruit onto a large plate.
6. Spread coconut onto another large plate.
7. Slide pieces of fruit onto the skewer and design your own kabob by putting as much or as little of whatever fruit you want! Do this until the stick is almost covered from end to end.
8. Hold your kabob at the ends and roll it in the yogurt, so the fruit gets covered.
9. Then roll it in the coconut.
10. Repeat these steps with another skewer.

Serving size: 1 kabob

Chocolate Cornflake Clusters

Catalina Council

Ingredients:

2 cups cornflakes, crushed

3/4 cups raisins

3/4 cups flaked almonds

3/4 cup shredded coconut

3/4 cup sweetened, condensed milk

2 cups melted milk chocolate chips, white chocolate, or peanut butter chips

Directions:

- ✓ Preheat oven to 325F degrees.
- ✓ Mix together all ingredients except chocolate chips.
- ✓ Line a cookie sheet with foil and grease.
- ✓ Spoon about 1 tablespoon per cluster onto cookie sheet.
- ✓ Bake for 15 minutes or until golden brown.
- ✓ Remove from oven and cool for 5 minutes.
- ✓ Then spread the bottom of the clusters with the melted chocolate.
- ✓ Let the chocolate harden, then turn clusters over and drizzle more chocolate over the top.

Pretzels

Catalina Council

Prep time: about 30 minutes**Ingredients:**

- 1 tbsp. yeast
- 1/2 c. warm water
- 1 tsp. honey
- 1 1/3 c. flour
- 1 tsp. salt

Utensils:

- oven (Adult help needed.)
- small bowl
- mixing spoon
- medium-size bowl
- cutting board, sprinkled with flour
- baking sheet, sprayed with nonstick spray
- measuring cups and spoons

Directions:

1. Preheat the oven to 325 degrees Fahrenheit (165°C).
2. Put the yeast in a small bowl with the water and honey. Stir a little, then let the mixture sit for 5 minutes.
3. Mix the flour and salt together in a medium-size bowl.
4. After the 5 minutes is up, check on the yeast mixture. It should be bigger than before and a little bubbly. Add this mixture to the flour and salt mixture.
5. Stir everything together. Use a spoon to start. Finish with your hands.
6. The dough is ready when it's still a little crumbly and flaky.
7. Put the dough on the cutting board and knead it like you are playing with clay.
8. Knead it into one big ball.
9. Break off a piece of dough that's about the size of a big gumball or superball.
10. Use your hands to roll it into a skinny snake.
11. Twist the snake into a medium-size pretzel shape, and put it on the cookie sheet.
12. Do this with all the dough, making 12 pretzels.
13. Bake your pretzels for 10 minutes.
14. Let them cool and take a bite!

Serves: 12 Serving size: 1 pretzel**WEBELOS****WEBELOS -to- Boy Scouts Bridging Ceremony**

Del-Mar-Va Council

I picked this up at Del-Mar-Va Council Pow Wow a few years ago and it has become my favorite bridging ceremony. The bridge I made for this ceremony generally gets used several times each year as other Packs in my district borrow it for the ceremony. CD

Props –

- ☞ 4 - 5 to 6 foot 4 X 4's (or 2X6's) for foundation notched to interlock
- ☞ 5 - 4 foot 2x10's - one plain, one yellow, one blue, one green, one red

Ceremony -

All words are spoken by same person (Narrator, Cubmaster) but you could divide them up amongst several leaders.

WEBELOS leader, will you please place the first post on the stage in a North/South direction. (WL places post)

WEBELOS Asst. leader, please place the second post on the stage three feet away from the first post in the North/South direction. (WA places post)

These two posts placed here are symbolic of the foundations of Scouting that these WEBELOS leaders have instilled in their WEBELOS Scouts through activities and outings as represented by the natural brown color.

Scout Master (name) and Assistant Scout Master or Senior Patrol leader), please place your posts in an East/West direction 3 feet apart over the North/South posts that are already in place. (SM and SPL place posts)

As represented by the structure assembly, Boy Scouting will build on the Scouting foundation begun in WEBELOS. These leaders have set the stage for bridging the boys from Cub Scouting into Boy Scouting.

WEBELOS Scout (name), will you and your parents please bring the unfinished plank forward and place it across the east/west posts. (Scout places plank)

This unfinished plank represents the boys as they arrived in Cub Scouting, full of potential but unfinished.

WEBELOS Scout (name), will you and your parents please bring the blue plank forward and place it snugly against the unfinished plank. (Scout places plank)

This Blue plank represents the Wolf and Bear years of Cub Scouting where with the help of their parents the Scouts became true blue and loyal friends.

WEBELOS Scout (name), will you and your parents please bring the gold plank forward and place it snugly next to the blue planks. (Scout places plank)

This Gold plank represents their golden years in Cub Scouting as Webelos learning important skills through activity badges and culminating in the Arrow of Light.

WEBELOS Scout (name), will you and your parents please bring the green plank forward and place it next to the gold plank. (Scout places plank)

This green plank represents their new beginning as Boy Scouts, who will soon be green Tenderfoot scouts, anxious to begin the Boy Scout trial toward Eagle.

WEBELOS Scout (name), will you and your parents please place the final plank onto the bridge. (Scout places plank)

This last plank is red the predominant color in the Eagle Scout Badge and represents the fact that as they step off the bridge from Cub Scouting to Boy Scouting they are beginning of their journey to becoming Eagle Scouts.

Webelos entering Troop (number), please assemble with your parents at the unfinished board of the now completed Bridge to Scouting?

As we present you with your Pack graduation Certificate, will each parent please remove your sons Webelos neckerchief and slide.

Scoutmaster invites boys across the bridge, calling each by name and (performing whatever ceremonies are customary for your pack and troop)

After all have crossed - Pack (number) please stand and show your pride to the new Boy scouts from this Pack. (Cheer (Blast Off), Applause)...

We are very proud of you all.

FITNESS PHYSICAL SKILLS GROUP

Heart of America Council

Activities:

- ✓ Have the boys read a story in the newspaper or magazine about a drug or alcohol related incident. Have them report back to the den and discuss what happened.
- ✓ Invite a nurse, doctor, dentist, or E.M.T. to talk about the effects of tobacco, drug, or alcohol abuse as well as the positive effects of eating a healthy diet. Have the boys write questions on cards so they are anonymous.
- ✓ Invite a local sports figure or coach to come and discuss fitness with the boys.
- ✓ Invite the grade school gym teacher to your meeting. Get to know them on a personal basis: Why did they become a teacher? What kind of background do they have? What sports are they currently active in? What do they like about teaching kids?
- ✓ Let boys design posters on how to say no to drugs, cigarettes, and alcohol. Display at a pack meeting.
- ✓ Show films (approved by parents and pack committee) on drug and alcohol abuse.
- ✓ Invite a dietician to come and discuss the benefits of a balanced diet.
- ✓ Take a field trip to a fitness or recreation center.
- ✓ Have the boys collect advertisements for tobacco and alcohol. Help the boys see that the activities in those ads have nothing to do with tobacco or alcohol. Have them read the warning labels on cigarette advertisements, note the size of the warning in relation to the ad. Can people do the activities depicted in the ads without smoking or drinking?
- ✓ Invite the grade school gym teacher to your meeting. Get to know them on a personal basis. Why did they become a teacher? What kind of background do they

have? What sports are they currently active in? What do they like about teaching kids?

- ✓ Have your den write a skit depicting ways to say 'NO' to drugs & smoking.
- ✓ Have a police officer involved with drug prevention attend a den meeting. Have the boys interview him and ask questions concerning drugs and alcohol.
- ✓ Have the boys find out what the policies are in their school about drugs and what would happen to students with drugs in their lockers, etc.
- ✓ Collect newspaper and magazine articles about accidents and crimes that are drug or alcohol related.
- ✓ Find out what some organizations are doing to stop use and availability of drugs, especially to, children.
- ✓ Arrange a visit to the YMCA or local health club. Tour the whole facility looking at all the machines. Meet briefly with various instructors to find out what they do. Look at a schedule of classes. Get some fitness tips from a personal trainer. Ask what they do for emergencies.

Test Your Heartbeat

Did you know that you can't actually hear a heartbeat? The heartbeat itself is just a contraction of muscle and is perfectly quiet. What you can hear is the sound of heart valves snapping shut.

Here's how to test your heartbeat:

- Press the first two fingers of one hand over the radial artery in the opposite wrist. The radial artery is located under the depression just below the base of your wrist.
- Sit very quietly and move your fingers until you can feel the pulse of your blood.
- Using a watch or clock with a second hand, count the number of beats in 10 seconds.
- Multiply that number by 6. Now you know the number of beats per minute.
- Run, exercise, or jump rope for 10 minutes.
- Take your pulse again to see how much faster your heart is pumping.

Magic Circle

Can you and all your friends all sit down without touching the ground and without using a single chair?

- You need at least 3 people, similar in size to do this.
- Everybody stands in a circle facing the same way with his or her hands on the next person's waist.
- On signal, everybody bends their knees until they are sitting on the knees of the person behind them.
- Lead your entire pack in this activity at the next pack meeting.

What is the largest Magic Circle you can make? All the workers at a Japanese car factory formed the world's largest Magic Circle of 10,323 people!

Jumping Rope

Jumping rope is wonderful aerobic exercise, which means that it exercises the heart. Professional athletes such as boxers skip rope to build endurance and coordination.

See how many jumps you can do before making a mistake.

How long can you jump rope?

The world record is over 12 hours.

How fast can you jump rope?

Fast jumping is best done boxer style with both feet together all the time. It is helpful to have a short rope so that it just misses the ground as you jump.

Can you jump backwards?

With practice, you will find this almost as easy as skipping forward.

Cross hand jump:

Jump in the normal way but, as the rope passes over your head, bring your hands forward and cross your wrists. Quickly uncross them before jumping over the rope.

Two jump:

Jumping with a friend using only one rope.

Smell Test

Everyone knows what a taste test is, but have you ever had a smell test?

One way to cook healthier meals is to replace some ingredients like salt or fats, which are used primarily as taste enhancements, with healthier alternatives.

Herbs and spices have strong and distinctive smells as well as flavors. Many of the smells can be associated with favorite or special food memories from even very early childhood, like mom's apple pie or grandma's cookies.

This introduction to herbs and spices will come in handy in a year or two when your Webelos will be responsible for cooking their own meals in Boy Scouting. It also provides a meeting full of surprising discoveries.

- Before the meeting, gather a number of herbs and spices. Try to have a few examples of an herb in both dry and fresh form.
- Also, look for prepared food items in your kitchen that have the distinctive aroma of one or two of the items you have gathered.
- During the meeting, have the boys sniff the herbs and spices (one at a time) and try to think of a food that often smells the same. Have them sniff a dried herb, then crush or break off a fresh piece of the same herb so they can see the difference in the strength of the aroma and taste.
- Finally, open a container of a prepared food and see if they are able to identify which herb or spice gives the food a distinctive flavor.

Activities That Will Help The Boys Understand The Harmful Effects Of Cigarette Smoking

1. Define "pollution."
 - a. "Pol-lu-tion: to make unclean, impure, or corrupt; desecrate; defile; contaminate; dirty".
Webster's New World Dictionary of the American Language
2. Discuss pollutants in the air in the outside environment. Use pictures from magazines or newspapers.
 - a. Include: factory smoke, car exhausts, rocket launches, and smoke from someone else's burning cigarette & so on.
3. Explain how all living things need air to breathe.
 - a. Put a plant under an airtight container. What begins to happen?
 - b. Put ants or other insects in an airtight jar. Give them everything else they need to survive. What happens? Why?
When the ants' activity begins to decrease, open the jar and set them free.
4. Talk about the fact that smoking cigarettes is harmful to our health and how it "pollutes" the internal environment of our body (the lungs).
 - a. Blow smoke from a cigarette through a tissue. What did you observe? Wouldn't that also make your lungs "dirty?"
 - b. Hold your breath and have someone check the time. Did you have to breathe very soon after you started holding your breath?
 - c. Demonstrate the effects of sick or injured lungs:
 - Light a candle. Ask a boy to stand a reasonable distance from the candle. Instruct the boy to take a deep breath, and then blow out the candle.
 - Relight the candle. Ask the boy to stand at the same distance from the candle. Instruct him to take a deep breath and blow out at least half of the breath before attempting to blow out the candle. With the breath that is left, ask the boy to blow out the candle. What happened?

Nutrition Connection

Nutrition and fitness go hand in hand.

Teach the boys the four basic food groups and what each does for the body.

- Have the boys make a poster or collage showing foods that belong in each group. Use magazines and advertisements from the Sunday papers for these.
- Let each boy make up a menu for a meal and let the other den members check it for balance. This would be good to do for a campout menu. They need to be balanced also.

Milk Group

- Builds teeth and bones

Milk and Milk Products including cheese, cottage cheese and ice cream

Fruit-Vegetable Group

- Builds energy and helps your body defend against disease

All kinds of fresh fruits and vegetables

Protein Group—

- Builds muscles, bones, and blood.

Beans, rice, meat, cereal, grits, fish, bread, peanut butter

Bread-Cereal Group

- Quick energy builders, helps to make your body work better.

Flour products, eggs, spaghetti.

Jump the Beanbag

- A small beanbag is tied on the end of a rope or heavy cord.
- The leader stands in the center of the circle made up of the players facing him.
- The leader swings the beanbag around the circle at ankle height.
- Once a player is hit he must leave the circle.
- The last player left is the winner.

A.B.C.

Two players hold the end of a rope about 10 feet long.

With rope lying flat on the ground each player jumps over the rope.

The rope is then raised about four inches high, which is 'B,' and every body, jumps over.

Continue raising the rope four inches with each letter of the alphabet until only one player is left.

Shuttle Run

Area and Equipment - You'll need

Two blocks of wood, 2 inches by 2 inches by 4 inches

A stopwatch.

Set Up:

Mark two parallel lines on the ground 30 feet apart.

Then put the blocks of wood behind one of these lines.

The child will start from behind the other line.

Procedure:

1. The timer should raise his arm and say, "Get ready!"
2. Then the timer simultaneously says 'Go!', lowers his arm, and starts the stopwatch.
3. The Webelos Scout runs from the starting line to the wooden blocks, which have been placed just behind the second line.
4. He picks up one of the blocks, runs back with it to the starting line, and places the block behind the line. The block must be placed, not thrown, on the ground.
5. Then the Webelos Scout runs back to get the other wooden block. He picks up the other block, and carries it back across the starting line.
6. As the Webelos Scout crosses the starting line with the second block, the timer should stop the stopwatch. The child's time should be calculated to the nearest tenth of a second.
7. The child should then be given a chance to do the event again. The better of the two times will become his time for the shuttle run.

Indian Star Reach**Materials needed:**

Long piece of rope,

Six cardboard stars,

Six clothespins.

Directions:

- Tie the rope overhead at an angle, starting just out of reach of the shortest person.
- Space the stars along the line with clothespins.
- The first boy jumps to touch a star, starting at the lower end. He must tag one star before moving on to the next one.
- Count how many stars he can reach.
- Repeat with the next boy.
- This can be a team competition, or a personal quest.

In the Garden

- ✓ All Webelos stand in a circle.
- ✓ The leader calls out the name of a garden vegetable.
- ✓ If it grows below ground, boys sit down (beets, carrots, potatoes).
- ✓ If it grows above ground, boys remain standing (peas, tomatoes, beans).
- ✓ If boys do the wrong action, they are eliminated.
- ✓ Toward the end of the game use less common vegetables such as okra, eggplant, peanuts, endive.

Last boy left is the healthiest eater!

Balanced Diets?

- Make up a chart with the food groups plus "junk." listed across the top.
- On the side make six lines and list breakfast, lunch, and dinner for yesterday and today.
- As the Webelos arrive, ask them to complete the form by filling in the name of the foods they ate. (Boys do not put their name on the paper.)
- Collect the forms and hang them up.
- Ask boys to circulate reading them and then vote for the most balanced diet shown.
- The winner can receive a gift certificate for ice cream at a local store.

Betcha Can't

1. Put a paper on your forehead. Write your name on it.
2. Twirl one thumb clockwise and the other thumb counterclockwise.
3. Write a sentence with one hand and at the same time use the other hand to put coins into a cup.
4. Write your name with your non-dominant hand (the opposite hand than you normally use.)
5. Pick up a piece of paper from the floor without bending your knees.

Thumbless

- ✓ Give each boy two six-inch strips of adhesive tape.
- ✓ Ask them to help each other taping their thumb and forefinger together. (Both hands)
- ✓ Next ask them to untie their shoelaces, unbutton a button, peel an orange, thread a needle, etc.
- ✓ Find out how essential the thumb is for manual dexterity!

Footprint Mural

- Work in a large area like a garage. Roll out mural paper on the floor.
- Have pans of paint set up around the edges.
- Boys take off their shoes, step in the paint and start walking slowly!
- The only rule is they cannot walk on top of another footprint.
- Have pans of water and towels available for clean up.
- Talk about proper foot care.
- Take the mural to the pack meeting as a backdrop for your skit, etc.

Fancy Writing

- ✓ Give each boy two pieces of paper and a pencil.
- ✓ Ask him to remove both shoes and write his name using the pencil in his toes.
- ✓ Try each foot on a different paper.
- ✓ Is one easier?
- ✓ Can you read it?

Fitness Stations

- Invite den parents to one of your meetings.
- Set up stations around the house and yard with one parent at each.
- Give boys an index card which the adults will sign upon completion of their activity.
- Stations could include:
 - How many jumping jacks can you do in 1 minute?
 - Push a balloon five feet with your head.
 - Shot-put six beans into a can.
 - Walk ten feet balancing an egg on a spoon.

Think up some other fun ones to use.

SCIENTIST TECHNOLOGY GROUP

Water Bugs & Surface Tension

Alice, Golden Empire Council

Here's a fun way to investigate surface tension on water, using coated copper wire.

Materials:

Shallow pan,
coated copper wire,
wire cutter,
plastic forks,
water,
paper towels

**Directions**

Fill a shallow pan with water.

Then do the following experiments –

Let the boys try and explain what is happening and why – Don't just immediately give them the explanation.

Take a short length of coated copper wire and lay it on the water – it will sink.

See if the boys know why.

(it has greater density than the water)

- Now, give each boy some varying lengths of the wire.
- Have them bend the wire into fun shapes – water bugs, worms, etc. (Quarter size flat shapes will float best, but have the boys try various shapes and sizes)
- Use a plastic fork to slowly lower a shape onto the surface of the water – it takes a steady hand, but if you keep the shape as horizontal as possible, it will float.
- *Why did it float?* (If the shape sinks, be sure and dry it before trying it again) Let the boys work on perfecting the technique and making different shapes.
- Let the boys decide which shapes and sizes worked best. See if they know why. (Any ideas are OK – remind the boys that Edison made hundreds of attempts before he was successful, and scientists and inventors think about all kinds of possible solutions!)
- See what happens when several of the shapes are put on the surface some distance apart - (even though the water is not moving, the motion caused by the very small depression in the water made by the wire shape will cause shapes to eventually slide “downhill” towards one another. When they collide, they stick together.

Here's the science behind the fun:

Surface tension is actually caused by water molecules being attracted to one another. Surface water molecules don't have other molecules on all sides, so they stick more strongly to the other molecules next to them on the surface. This makes a kind of “skin” on the surface, and a shape or object that doesn't exert a strong force will float on the surface – they lack the force to break through the skin.

For more fun, boys could also look for some real “water skimmer bugs,” or make some 3-D shapes out of the wire to see which ones will still float. Take some pictures and/or share the activity at the Pack Meeting.

Heart of America Council

Activities:

- ✓ Talk about the various branches of science and how they differ.
- ✓ Do the atmospheric pressure tests or balance tests in the Webelos Book.
- ✓ Make Fog.
- ✓ Make Crystals.
- ✓ Do the inertia experiments in the Webelos Book.
- ✓ Invite a local Weatherman to your den meeting to talk about the climate during the year.
- ✓ How is weather different in the Southern Hemisphere?

- ✓ Plan a scientific experiment to be demonstrated at the pack meeting.
- ✓ Visit an industrial lab
- ✓ Visit the Museum of Natural Science
- ✓ Visit a planetarium
- ✓ Visit a TV news weather station
- ✓ Visit a high school or college science lab
- ✓ Go to a community science fair
- ✓ Have a magic show with each boy doing an optical illusion
- ✓ Visit an eye specialist and learn how the eyes work.
- ✓ Visit the control tower of the Metropolitan Airport or visit a Municipal Airport.
- ✓ Learn about the principles of flight.
- ✓ Tour an airplane and look at all the control dials.

Optical Illusion

Materials:

A sheet of paper about 11 inches long.

What to do:

Roll the paper into a tube one-inch in diameter. Hold the tube to your right eye and place the side of your left hand against the middle of the tube, with your left palm directly toward your left eye. Keep both eyes open as you look through the tube and you will "see through" your left hand.

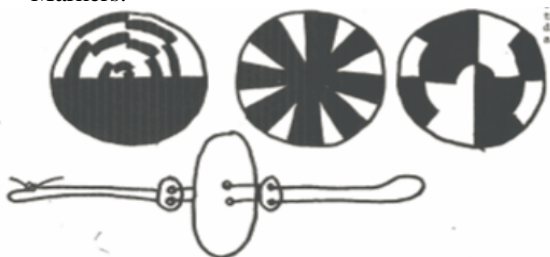
What is happening:

Since one eye is looking through the tube and the other is looking at the hand, the two views blend to form an optical illusion of a hole in the center of the left palm. A slight shifting of the tube may improve the illusion.

Illusion Circles

Need:

- Cardboard or poster board,
- Scissors,
- Pencil,
- String,
- Ruler,
- Circle Compass,
- Buttons,
- Markers.



Directions:

- With a circle compass, draw a circle on the cardboard, about 4 to 6 inches around.
- Cut out the circle.
- Draw two of the three patterns shown, one on each side of the circle.
- The pie-like design is colored in using two different colors alternately.
- The other two patterns should be partially colored in black, as illustrated.

- Find the exact center of the circle by finding the compass hole.
- Punch two small holes on opposite sides of the point with a pencil point – about 3/8” from the middle works the best. It’s important that each hole is equal distance from the center or the wheel will wobble.
- Find two big buttons whose holds line up with the holes in the circle.
- Cut a piece of strong string about 3 feet long.
- Thread the string through the circle and the buttons.
- Tie the two free ends of the string together.
- Hold one end of the string loop in each hand.
- The illusion circle should be in the middle.
- Have a friend wind up the circle or it can be done by holding the string a little slack, and winding the edge of the circle against the body.
- When the circle is wound about ten or fifteen times, pull the string. The circle will spin as the string unwinds, and as the string winds again the in the opposite direction.
- By alternately pulling the string taut and giving some slack, the illusion circle is kept spinning back and forth.
- Observe under bright light and experiment with the various color combinations the boys have picked and the different designs.

The Pendulum Phenomenon

- Fasten a white disc 3/4 inch in diameter on a 3-foot piece of white thread. Most any small object on a string will do.
- Have someone hold the thread so the disc can swing like a pendulum.
- Start the disc swinging in a perfectly straight line and view it from distance of three feet against a plain wall.
- Notice how the disc swings in a line like a pendulum.
- Hold a sunglass lens over one eye only. Any plain sunglass will do.
- Observe the path of the swinging object again.
- The movement will no longer be in a line but in a circle.
- If you switch the dark lens to the other eye, the movement will appear to be in the opposite direction. For example, coming closer to you rather than farther as it swings from right to left.

The Principle:

You see best if your eyes are as nearly equal as you can get them. Shows the importance for the two eyes to receive similar images.

Diving Raisins

Materials needed:

- Raisins
- Club Soda
- Clear Drinking Glass

Directions:

- Cut a raisin into four equal pieces and drop all the pieces into a glass of clear soda.
- They should sink to the bottom.
- After a few minutes of observation, you will note that the raisins will rise to the surface, dive to the bottom, then rise and dive repeatedly.

Why?

Look closely at the raisins. What do you see?

Tiny gas bubbles have become attached to each piece of raisin.

The raisins and their accompanying gas bubbles rise after their combined weight becomes less than the weight of the water they displace.

Eventually, when enough gas bubbles break loose and escape, the raisins sink to the bottom of the glass and the process repeats.

Condiment Diver, World's Simplest Cartesian Diver**Materials needed:**

Unopened condiment packet (soy sauce, ketchup, etc.)

From fast food or take out order

Clear plastic bottle with tight fitting lid (water bottle, soda bottle, etc.)

Glass or cup of water

Directions:

First, you have to figure out if your condiment packet is a good Cartesian diver candidate.

Fill a glass with water and drop in your packet.

The best packets are ones that just barely float.

After you have found the proper packet, fill an empty, clear plastic bottle to the top with water.

Shove your unopened condiment packet into the bottle and replace the cap. You're done! Squeeze the bottle to make the diver sink and release to make it rise. Why?

Many

sauces are denser than water, but it is the air bubbles at the top of the sauce that determines whether the packet will sink or swim. Squeezing the bottle causes those air bubbles to shrink. These smaller bubbles are less buoyant and the packet sinks.

Inertia

"Inertia is the tendency of a thing at rest to remain at rest and a thing in motion to continue the same straight line."

1. Get a small stick about 10 inches in length and the diameter of a pencil. Fold a newspaper and place it near the edge of a table. Place the stick under the newspaper on the table and let about half the stick extend over the edge of the table. Strike the stick sharply with another stick. Inertia should cause the stick on the table to break into two parts.
2. Get a fresh egg and a hard-boiled egg. Give each of them a spinning motion in a soup dish. Observe that the hardboiled egg spins longer. The inertia of the fluid contents of the fresh egg brings it to rest sooner.

Air Pressure -**The Upside-down Glass That Won't Spill**

- ✓ Fill a drinking glass to the very top with water.
- ✓ The water should spill over the top a bit.
- ✓ Carefully lay the cardboard square to completely cover the top the glass.
- ✓ Holding the cardboard on top, turn the glass over until it is straight upside down.
- ✓ Stop holding the cardboard on. It will stay on by itself.

The Undrinkable Drinks

- ✓ Using a can opener make a small hole in a can of juice. Try to drink the juice.

- ✓ What happens when you punch another hole in the can?
- ✓ Open a bottle of juice.
- ✓ Add enough water to fill the bottle to the very top.
- ✓ Put in a straw.
- ✓ Use clay to completely block the opening of the bottle around the straw.
- ✓ Try to drink the juice.

What is happening: There is no air in the glass of water to punch down on the cardboard. The air pressure pushing up on the cardboard is greater than the weight of the water. And the juice won't come out of the hole unless air can get in to push down on it. You need a second hole to let air in. Juice won't go up the straw because no air is getting in to push down on the juice.

Air Cannon Hockey

This game will demonstrate air pressure. Use round cardboard oatmeal boxes.

Cut a hole the size of a penny in the top.

Fasten the lid back to the box tightly.

Use a table for a field, with a goal at either end.

Have a boy sit at each end of the 'field' with a cannon (box) and put a Ping-Pong ball in the middle of the table. By tapping the back of the box and aiming it at the ball, try to score by putting the ball through your opponent's goal. The Webelos leader can demonstrate the effectiveness of his oatmeal box cannon by using it to put out a candle.

Fill cannon with smoke, then aim at candle, tap back of box, and flame will be put out.

These cannons are effective up to about six feet.

Homemade Barometer**Parts:**

- milk bottle,
- a soda straw,
- a piece of a penny
- a balloon,
- a length of string.

Directions:

Cover the mouth of the milk bottle with the piece of balloon, tying it in place with the string.

Glue one end of the soda straw to the middle of the balloon.

Make a scale on a piece of cardboard, by making 1/2 inch long marks about 1/8 inch apart.

Superimpose the free end of the straw across the scale, but don't let it touch the scale.

Mark the scale from 1 to whatever number of lines is on the scale.

Ask one of the boys to be in charge of the barometer for a month.

Have him mark the number on the scale that the barometer points to each day at a certain time.

This way there can be a check between your barometer and the actual air pressure as given in the newspaper each day.

Remember that as the air pressure increases, the straw will point higher on the scale.

Bottle Target

Webelos take turns seeing how many toothpicks they can land in a milk bottle that is placed on the floor an arm's length away,

Players drop the toothpicks one at a time. They may lean forward, but can't move their feet.

Scientists Quiz

(True or False?) (This makes a good gathering activity) (Make copies of this quiz for all the Webelos to try.)

1. Electric current was discovered in Italy in 1781.
2. Vulcanized rubber was an accidental discovery by Charles Goodyear.
3. Madame Curie was the second woman to win the Nobel Prize.
4. Mark Twain was the first author to submit a typewritten manuscript to a publisher.
5. "Disks for the Eyes" was the original name for contact lenses.

ANSWERS To Scientists Quiz

1. True, by Luigi Galvani
2. True, in 1839
3. False, she was the first woman. It was in Chemistry, for the discovery of radium.
4. True, Life on the Mississippi in about 1875.
5. False, the name for eyeglasses that were made in Italy in 1280

A Real Attention-Getter:

Inflate a balloon and affix 3 - 4 squares of plastic tape to it. Have a boy stick a pin through the center of each piece of tape.

To everyone's amazement, the balloon will not burst.

When the pins are removed the balloon still will not burst.

What is happening: The adhesive substance on the tape acts like a self-sealing automobile tire, adhering to the pin as it is pressed inward. When the pin is removed, the adhesive is forced outward by the air pressure from within the balloon, automatically sealing the tiny pinholes.

Air Currents

Hang two apples about 1/2 inch apart.

Blow between them - as hard as possible -

You will discover that the force of breath alone won't blow them apart.

Instead, it will cause the apples to bump together.

Take a small wad of paper (paper should be a little over 1 inch square), and put it about 1 inch inside the neck of an empty soda bottle.

Now lay the soda bottle on its side and blow into the bottle.

You would think that the paper would be blown into the bottle, but will come flying out.

Get an ordinary kitchen funnel and blow into it while holding a lighted match opposite the center of the funnel. Your breath will blow the flame toward the funnel instead of blowing it out or away from you.

Line up three glasses.

Hold your mouth about 2 inches in front of the first glass and a lighted match behind the last glass (about 2 inches from it).

When you blow you will be able to blow the match out.

Game**Equipment:**

- Pop bottle (1 for each player)
- Balloon (1 for each player)
- Vinegar
- Baking Soda

To Play:

Into each pop bottle put three tablespoons of vinegar, and into each balloon put two tablespoons of baking soda. At the word go, have each boy put his balloon on his pop bottle.

When the soda mixes with the vinegar the balloon will expand.

Have the boys tie off the balloons to see which is the largest. (Suggestion: Do this outside)

Bernoulli's Principle

Daniel Bernoulli was a Swiss scientist born in 1700. He discovered that fast moving air exerts less pressure than slow moving air. This same principle makes airplanes and gliders fly.

Paper Strip Experiment

Cut a piece of paper 2" by 6".

Hold the narrow end, with the other end hanging down, in front of your mouth and blow across the top.

Most people think the paper should go down as you blow across the top but surprisingly the paper rises up.

This is because the air you blow is moving faster than the air under the paper.

That means there is more pressure on the underside than the top.

Ping-Pong Balls Experiment**You need:**

- 2 Ping-Pong balls,
- Two 12" pieces of string,
- Tape, and
- A ruler.

Directions:

Tape one end of the string to the Ping-Pong ball and do the same on the second one.

Tape the other ends of the strings to the ruler so that the Ping-Pong balls are hanging about 1" apart.

Hold the ruler up so that the balls hang freely.

Now, blow between the balls from a distance of about 3."

The balls should pull toward each other.

This is because the air traveling over the curved surfaces of the balls is faster and therefore has less pressure than the air on the outside of the balls.

Paper Wing Experiment

Cut a 4" by 8 1/2" piece of paper and fold it in half.

Tape the narrow edge one-inch from opposite edge so that a wing with a flat bottom and curved top is formed.

Slip a ruler through the wing loop end opposite the taped end with the curved side up.

Now, blow directly at the folded part.

The wing should rise up.

This shows how Bernoulli's principle applies to wings and flight.

The Ball and Funnel Challenge**Materials:**

- Ping-Pong balls,
- A few large funnels

Experiment:

Let the scouts know that it is time to have a little contest-- you are going to see who can blow a Ping-Pong ball out of a funnel the easiest.

All you must do is give a ball and funnel to each scout, and have them place the ball in the funnel.

Then try to blow the ball out as far as they can.

The ball won't move!

In order to blow the Ping-Pong ball out of the funnel, you must blow across the top of the funnel.

This activity can also be done by hooking a blower hose to the end of the funnel in order to provide a constant blowing air supply.

The funnel can then be held upside down, swung around, etc., and the ball still will not fly out!

Water Up a Straw**Materials:**

- A tall glass of water,
- Drinking straws

Experiment:

Place one straw into the glass of water, holding it upright and keeping the bottom of the straw just off the bottom of the glass.

Next, blow a short, hard blast of air through the second straw, holding it so that it is perpendicular to the first straw and their ends are touching.

Water will come spraying out of the first straw into the air.

Why:

By blowing over the top of the first straw you decrease the pressure in that area (due to the increased air velocity). This causes the water to be pushed out of the top of the straw by the higher pressure at its base.

Egg in the Bottle

Peel one or two hard-boiled eggs just before doing the demonstration.

Set a small piece of paper on fire and drop it into the bottle. Place the hard-boiled egg on top of the opening of the bottle, small end first.

The egg will be pulled into the bottle after the heated air from the fire has contracted. (As the air was heated, it began to expand.

Why:

When the fire was extinguished, the air began to cool and contract.

The egg sealed the bottle.

There is less air in the bottle causing unequal pressure to occur between the air in the bottle and the air outside the bottle.

The air pressure on the outside pushes the egg into the bottle equalizing the air pressure inside and outside the bottle.

Air pushes on all surfaces that it touches. This push is called air pressure.

What's In A Cloud?

This activity will help you understand how clouds form and what is inside them.

Materials:

- Two small clear plastic cups,
- Flashlight (optional),
- Magnifying Lens

Experiment:

Fill one of your plastic cups 1/3 full of hot water.

Take the second plastic cup and place it upside down on the first cup.

Make sure the rims meet evenly and the cups are sealed.

Observe what is happening in the cups.

Turn the lights out and use a flashlight to observe your cloud. You may also get a better view using a magnifying glass.

Why:

A cloud contains billions of tiny water or ice droplets that form around dust or salt. Clouds form when water vapor (a gas) changes into liquid and warm or cold air meet.

In this activity, the warm moisture-saturated air in the bottom of the cup moved upward and met the cooler air at the top of the cup.

Static Electricity

This activity will create static charges from a variety of materials.

Materials:

- Rice Krispies,
- Two Balloons,
- Paper Plate
- Wool Cloth,
- Pepper,
- Salt.

Experiment:

Inflate one balloon, knot it, rub it on your head or with a wool cloth, and try to stick it on a wall.

Observe what happens.

On your paper plate make a combined pile of salt and pepper.

Then, rub the already inflated balloon with the wool cloth and place it just above the salt and pepper.

Observe what happens.

Put 6-12 Rice Krispies inside the second balloon, inflate it, and knot it.

Then rub it with the wool cloth, touch one of your fingers to the balloon where the Rice Krispies are.

Observe what happens.

What Happened?

Rubbing the balloon on your head or with a wool cloth creates a negative charge.

The wall, which has a positive charge, attracts the negatively charged balloon, allowing the balloon to stick to the wall.

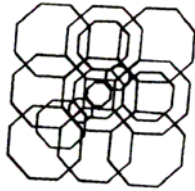
The same thing occurs with the balloon and the pepper.

The Rice Krispies jump inside the balloon because the balloon has been given a negative charge from the wool cloth.

As your finger approaches the balloon it picks up a positive charge through magnetic induction just like the Rice Krispies and the two like charges repel each other.

Octagons:

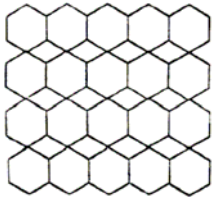
Heart of America Council



How many octagons (eight sided figures) can you find:

Hexagons:

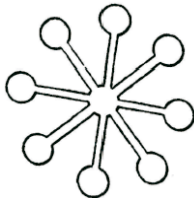
Heart of America Council



There are 28 hexagons (six sided figures) hidden in the figure. Can you find them all.

Numbers:

Heart of America Council



Place the numbers 1,2,3,4,5,6,7,8,9 in the circles so that any three numbers in a straight line add up to 15.

Answer:

Picture the block below as the circle. 5 is in the center

- 8 - 6 - 7
- 1 - 5 - 9
- 3 - 4 - 2

**POW WOW
EXTRAVAGANZAS**

POW WOW CD's

There were a lot of Pow Wows on my list for early. I hope some of you can trade CDs this month so I can have some good info for the next Baloo. Just write me, either commissionerdave@comcast.net, or via the www.us Scouts.org website or and I will get you mailing info. One year I received the Alapaha Area Council Book via E-mail. That works, too. Thanks to good friends I have the SHAC, Great Salt Lake and Catalina Council books and will soon have National Cap.

I can never have too many. Thanks for your help.

Santa Clara county Council

Pow Wow and University of Scouting

January 24, 2009

Santa Clara High School,

3000 Benton St, Santa Clara, CA 95051

Call Santa Clara County Council, 408-280-5088

or visit the website <http://www.sccc-scouting.org> for more information

San Gabriel Valley Council

Verdugo Hills Council and

Long Beach Area Council

Mardi Gras

February 7, 2009

Arroyo High School

4921 N Cedar Ave, El Monte, Calif.

It looks like San Gabriel Valley Council is the host this year

so call them at 626 351-8815, or visit the website,

<http://www.sgvcbbsa.org> for more information. Or you can

try Verdugo Hills at <http://www.vhcbbsa.org> or Long Beach

Area at www.longbeachbsa.org.

Southern NJ Council

Cub Scout Centennial Express

January 24, 2009

Lakeview School, Millville, NJ 08332

Call Southern NJ Council, 856-327-1700, extension 32, or

visit the website, www.snjscouting.org for more information

Circle Ten Council

2009 University of Scouting

January 10, 2009

SMU Campus - Dallas Hall, Dallas, Texas

Call Circle Ten Council, 214-902-6710, or visit the

website, www.circle10.org for more information

WEB SITES

Wendy, Chief Seattle Council

Chief Seattle On-Line Pow Wow Book -

http://training.seattlebsa.org/index.php?option=com_content&task=view&id=23&Itemid=13

Tabletop Games: <http://familyfun.go.com/games/indoor-outdoor-games/feature/tabletop-games/tabletop-games.html>

Catalina Council

<http://www.scouting.org/cubscouts/resources/CSMonthlyThemes.aspx>

<http://www.scoutingthenet.com/Training/Roundtable/Handouts/>

<http://usscouts.org/usscouts/bbugle.asp>

<http://www.macscouter.com/CubScouts/>

<http://kidshealth.org/kid/recipes/index.html>

<http://www.easy-kids-recipes.com/cookie-recipes.html>

<http://crafts.kaboose.com/>

<http://www.squiglyplayhouse.com>

<http://www.puzzles.ca/wordsearch/>

Alice, Golden Empire Council

Here are some sites where you can find a maze about almost any subject, available free for use:

www.abcteach.com/directory/fun_activities/puzzle_fun/maze_fun/ Printable Maze worksheets for kids

www.clickmazes.com/ Interactive puzzles and mazes to play online (Java). Also included in special galleries are many hand drawn mazes of the "print and solve" variety. Lots of different types of maze puzzles, including Wriggle, plank, many others.

www.printactivities.com/Mazes.html Printable mazes for kids range in size from very small and easy for young kids to more difficult larger printable mazes; all kinds of categories, from sports to seasonal, special occasion, all kinds of "shape" mazes, even number mazes

www.billsgames.com/mazegenerator/ A simple program that creates images of random mazes. Print them out and play them later! (Like, with a pencil.) No Java needed! Just add an image at the start and finish to create your own.

www.amazingart.com/free-mazes/more-free-mazes.html Free printable mazes, educational puzzles for kids; scroll on left to learn all about mazes throughout history

Mazed Things

<http://britton.disted.camosun.bc.ca/mazedthings/mazedthings.html> A truly fantastic collection of hand drawn mazes. Really unbelievable in their intricacies.

Where to find a "real" maze:

www.maze-world.com/menu.htm Great way to find the location of mazes OR labyrinths – click on a country and then look for all kinds of mazes; fence, stone, turf, corn, tile, even mirror mazes; some photos included, and site is kept up to date. Find out all about mazes and labyrinths by reading the text at each section. They even have information about ancient rock carving mazes!

Adrian Fisher has created over 175 mazes in seventeen countries on five continents, designed the world's first

cornfield maize maze, has set four Guinness World Records, and is the world's leading designer of mirror mazes; online mazes to be played either with your finger on your screen (not interactive) or to print out. To see his handy work go to www.maizemaze.com and enjoy. Also, learn where you can take your Cubs next fall to enjoy a corn (maize) maze.



There is a great example at <http://www.scarecrowhollow.org/>. This maize maze is right around the corner from where I live!!! Our Cubs love it!!

www.dmoz.org/Games/Puzzles/Mazes/Outdoors/Corn/United States/ where to find corn mazes in the United States – keep this in mind for the Fall season!

<http://www.veriditas.labyrinthology.org/index.phtml> where to find labyrinths all around the world

How to make a labyrinth:

www.srlabyrinthfoundation.com information about labyrinths, history; also instructions for making a labyrinth: Click on Enter> What is a labyrinth?, Scroll to bottom and click on "How to make a labyrinth" (see example in Theme related section)

Pinewood Derby Tips Websites

www.geocities.com/~Pack215/pwd-design.html list of all kinds of tips, design ideas, building and racing helps; links to lots of expert advice

www.rahul.net/mcgrew/derby/looks.html great simple tips to help boys with their car

<http://www.abunchofoldguysandatrack.com/index.html> This is a great site with lots of tips and links for more information. A shame the "old guys" have given up their track and retired from racing.

The Pope's Place - <http://www.stanpope.net/> Barb and Stan Pope's Place - Pinewood Derby Car racing has been an obsession for me for many years. I have shared the tips and techniques for making pinewood cars faster with my pack members through "work shops" and with other council Scouters through Pow Wow sessions on "Design for Performance." This site has my text book on the science and technology of Pinewood Derby Race Cars. Where the other books end, this book is just picking up speed. Others tell you what; I tell you what and why and how and where to look for more! For example, did you ever notice the standard advice to "align the wheels?" But my book tells why and how, step by step. Others tell how to make a fast car using methods that require adult skills. Almost all of the steps presented here are within the skill range of a typical Cub Scout, and the time to accomplish them is within a typical Cub Scout's attention span! *If your car is built and Race Day is nearly here, go directly to the section on Wheel Alignment. It WILL make a BIG difference.*

I met Barb and Stan at the Philmont Training center one summer!! Never can tell who you will meet there, Check out their site for other great Scouting info, too - CD

ONE LAST THING

The Law of the Garbage Truck

Wayne of the SW NJ Chapter of Thrivent

One day I hopped in a taxi and we took off for the airport. We were driving in the right lane when suddenly a black car jumped out of a parking space right in front of us.

My taxi driver slammed on his brakes, skidded, and missed the other car by just inches! The driver of the other car whipped his head around and started yelling at us. My taxi driver just smiled and waved at the guy. I mean, he was really friendly.

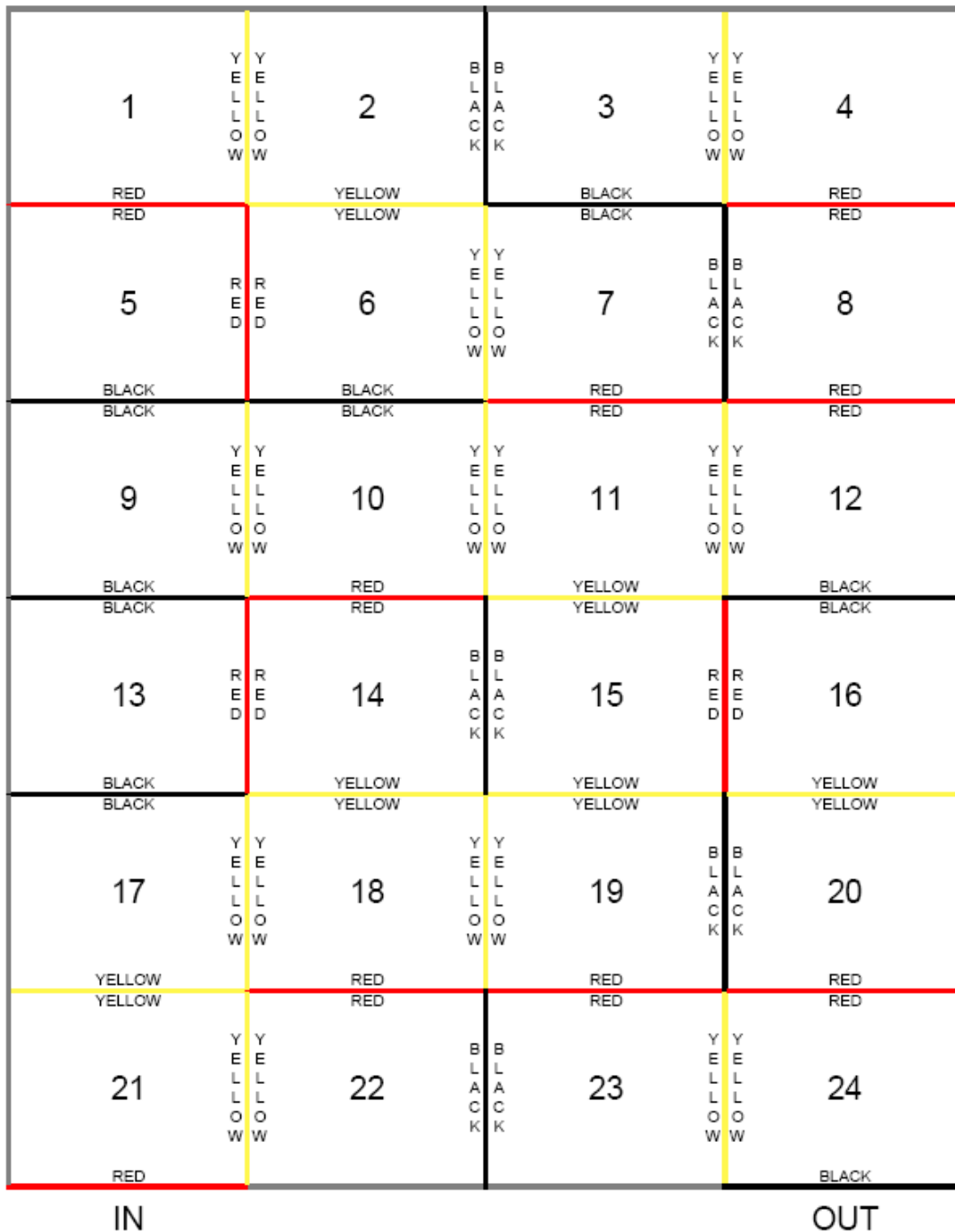
So I asked, 'Why did you just do that? This guy almost ruined your car and sent us to the hospital!' This is when my taxi driver taught me what I now call, '**The Law of the Garbage Truck.**'

He explained that many people are like garbage trucks. They run around full of garbage, full of frustration, full of anger, and full of disappointment. As their garbage piles up, they need a place to dump it and sometimes they'll dump it on you. Don't take it personally. Just smile, wave, wish them well, and move on. Don't take their garbage and spread it to other people at work, at home, or on the streets. The bottom line is that successful people do not let garbage trucks take over their day. Life's too short to wake up in the morning with regrets, so...Love the people who treat you right. Pray for the ones who don't.

Life is ten percent what you make it and ninety percent how you take it!

Have a blessed, garbage-free day!

Floor Maze
Gregor, Cubmaster, Plano, TX
To Baloo via Philmont Training Center 2009
Thank you



See directions under Mind Games