



BALOO'S BUGLE



**April Cub Scout RT
Tiger Cub**

Abracadabra

Webelos—Outdoorsman & Handyman

Volume 8 Issue 9

OCUS: Magic! What a cool concept! Now for those of you who are new to the Cub Scouting adventure, there's something you should know—very month has a theme. (Great time to tell us—in the last section of the Pow Wow Book!) But I bring this up because there are two kinds of themes—new ones and repeats. Now all themes hopefully meet three criteria: they're appropriate, they support the aims and purposes of Scouting, and, most importantly, they're FUN! Okay; makes sense; so what? Well, I've looked back over years and years of themes and resources and I'm here to tell you that this wonderful theme, Magic, is one of the most repeated themes going. That tells us a lot! First, it is appropriate—it can be done at the boys' level and is a good thing for them to experience. Second, it is a medium by which we can nurture the aims and meet the purposes of Cub Scouting. And finally, most importantly, the best part of all—the *BOYS LIKE IT!* Have a great time with this one.

The Above is from York Adams Council.

Central New Jersey Council

Ah, the Magic of Scouting!

Let's make pack night a magic show!!! The cubmaster comes in a tux! Set up a table of magic potions. If you can get a hold of dry ice, the potion table will be quite impressive. Come dress as a Lord of The Rings Wizard!!! Have magic acts from cubs through out the pack night. See Cub Magic, Den Chief book, How To Book and program helps for more tricks.

Invite a magician to pack night (do this early as every pack in the council will be doing this also!!!)

Don't forget that we have brought back the Internet Patch for Scouts, yes Cubs can earn this patch, as a temporary one. <http://usscouts.org/internetscoutpatch-earnit.asp>



THANK YOU!!! My search for Earl is over. A Canadian Scouter contacted Earl recently, and he called me at work. I am grateful for the help on this one. THANK YOU!, and Hi Earl.

PRAYERS & POEMS FOR SCOUTERS

A Smile

Heart of America Council

A SMILE

A smile costs nothing, but gives much
it takes but a moment, but the memory
of it usually lasts forever
None are so right that can get along without it
And, none are so poor that can be made
rich by it
It enriches those who receive
Without making poor those give.
It creates sunshine in the home,
Fosters goodwill in business
And is the best antidote for trouble.
It cannot be begged, borrowed
or stolen for it is of no value
unless it is freely given away.
Some people are too busy to give
you a smile:
Give them one of yours,
For the good Lord knows that no one
needs a smile so badly
As he *or* she -who-has no more smiles
left to give.

Edward Everett Hale: "I am only one, but still I am one. I cannot do everything, but still I can do something; and because I cannot do everything, I will not refuse to do something I can do." The key to accomplishment is believing that what you can do will make a difference.

TIGER CUBS

**Tiger Cub Award & Graduation And Bobcat Award
Ceremony
Pack 33 Oklahoma City
May, 2002**

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The following is a graduation skit I wrote for our Tigers who are also earning their Bobcat badge. We had 6 boys in our den, but the appropriate number for another den can be easily substituted. This skit is intended for a ceremony separate from Pack Meeting. We are inviting the Kindergarteners and first-graders from our feeder schools to attend and will provide registration forms for Cubs and for Day Camp. -- Diane Robertson

Stage lights are dim. Backdrop is a jungle forest scene, and large potted plants may be placed around the stage. As the narrator speaks, the cubs, wearing plain white shirts, enter. As Akelas are introduced, parents and Pack Leaders enter the stage. Pack Leaders may take seats around the edge of the stage as Parent-Akelas each take his/her boy. Together, the parents and boys all begin to "walk through the jungle."

Narrator: Many moons ago, six young cubs wandered into the jungle forest. There were many fierce animals surrounding them, (Various boys from the Pack hidden behind the backdrop make animal noises here. Boys look around, frightened. Akelas enter.) but there were also many Akelas to look after the young cubs as they made their way through the forest. Six kind and wise Akelas adopted the six young cubs. (Akelas put Tiger shirts on the boys.) The Akelas wrapped them in the robes of the mighty Tiger so that the other animals would fear to harm them. The Akelas taught the young Tiger cubs the ways of the jungle. The cubs learned to SEARCH their surroundings for knowledge to help them grow strong and wise. (Cubs "search" and find various things around the stage, which will lead into their talents. For instance, one finds a block of wood, which becomes a pinewood derby car or rain gutter regatta boat; another may find strings and sticks, which become a homemade banjo; another may find a branch that become they would need the robes of the Wolf, brave and cunning, and so the Akelas removed the Tiger robes and presented the cubs with the robes of the Wolf. (Akelas help remove the boys' Tiger shirts then retrieve blue Cub Scout shirts from behind potted plants and present them to the boys.) Now they were ready to learn the ways of the Wolf, but despite all their Tiger knowledge, the cubs still needed a guide to help them cross the plains. But who would lead them? (The new Wolf Leader steps forward.) One Akela bravely stepped forward to show them the way. The cubs and Akelas said their sad good-byes. As the Akela and the new Wolf Cubs started out onto the plains, they were eager to find new adventures on the Wolf Trail. (The Wolf Cubs and Akela walk off-stage. The remaining Akelas wave good-bye and watch as they depart.)

The lights go down on stage and up in the audience. The Cubmaster steps over to the podium (or front of stage).

Cubmaster: Would our Tiger Cubs and their Akelas please assemble here by the podium? To commemorate your journey along the Tiger Trail and to show that you have successfully met the challenges along the way, Cub

Scout Pack 33 would like to present you with your Tiger Rank. Akela, would you please pin the Tiger Rank on your cub? (Cubmaster calls each Tiger and Akela by name and badge is presented to each in turn. While parents are pinning on the rank): The Tiger Rank is the newest rank in Cub Scouts, and these boys are among the first in the world to earn the Tiger Rank and wear it on their Cub Scout uniforms. (Optional parent pin: When parents are done) In appreciation for all that the Akelas have done to help the Tiger on his Trail, we present this Tiger Parent Pin. Tigers, please pin the Parent Pin on your Akela.

Cubmaster: Tigers, would you please give the Cub Scout Sign and repeat the Tiger Motto?

Together: Search, Discover, Share

Cubmaster: Audience, would you please recognize the Tigers and their Akelas by giving a Tiger roar? (After roar) Not only have these boys completed their Tiger Rank requirements, they have earned several disks for completing Tiger Elective activities. Each disk represents 10 completed Electives. (Cubmaster announces number of disks earned by each boy.) Let's give them a round of applause.

Cubmaster: It's not over yet! These young Cubs have achieved another milestone in their Cub Scouting experience. They also have completed their Bobcat Trail and earned their Bobcat Rank. Again, parents, please pin the rank on your cub. (While parents are pinning): (Optional parent pin:) There is also a Bobcat Parent Pin for each of the parents. Every boy in Cub Scouts earns the Bobcat Rank, no matter what age he is when he starts. (When pinning is complete) As proud Bobcats, please give the Cub Scout Sign and repeat the Cub Scout Promise.

Together: I, _____, promise to do my best to do my duty to God and my country, to help other people and to obey the Law of the Pack.

Cubmaster: Cub Scouts, Leaders, parents and friends of Pack 33, I now present to you our new Wolf Cub Scouts. Please welcome them to the Wolf Den by giving the Wolf Howl. Thank you, boys and Akelas, and congratulations. You may now be seated.

Tiger Cub Graduation

York Adams Area Council

Personnel: Tiger Cubs and Parents, Cubmaster, Assistant Cubmaster

Equipment: Tiger Cub Graduation props, Tiger Cub Graduation certificates and patches and gift for coordinator.

Arrangement: Graduation prop, certificates and patches are on table at center stage. Cubmaster and Assistant Cubmaster stand behind the prop. A single candle in a holder is lit from which the other candles will be lit.

Cubmaster: Tonight, we have some Cubs who are graduating from the Tiger Cub program and will continue along the Scouting trail into the Cub Scout program. Will the graduating Tigers and their parents please come forward. (Tigers and parents come forward and line up

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behind the table with the parents standing directly behind their son.)

For the past few months you and your family have explored all sorts of new and exciting things and places. In Tiger Cubs you had your own motto: "Search, Discover, Share". (Lights first candle -orange).

You and your adult partner have searched out new activities in your home and community. You have learned how people work together and have fun together. (Lights second candle -black.)

You both have discovered that by doing things together with friends and family you feel a sense of being part of a great family, community and country.

(Lights third candle - orange.)

The things you have searched out and discovered have been shared with your family, friends, and fellow Tiger Cubs. Now it is time to move along the Scouting trail to the next part of the program.

In Cub Scouting, you will have a new motto: "Do Your Best" and your colors will be blue

(Lights blue candle) and gold (Lights gold or yellow candle).

Your family is still important as it is throughout your whole Scouting experience. Support in earning each badge comes from your family as well as your Den Leader.

Assistant. Cubmaster: We would like to present each of you with a Tiger Cub Graduation Certificate and a Tiger Cub Graduation patch. (Presents both while calling the boys name.) We would also like to present your Tiger Cub Coordinator with this special gift. (Presents gift.)

Cubmaster: Welcome to Pack _____. We hope you enjoy our Pack meeting tonight.

PRE-OPENING

How Many Words Can You Find

York Adams Area Council

How many words can you find in the word "Abracadabra"? Hand out half-sheets of paper with the word "Abracadabra" written at the top. See how many words people can list using just the letters in the word. After the opening, ceremony, check on who has the most words listed and award appropriately—maybe with a special "Word Magician" pin?

Central New Jersey Council

Build the highest possible tower using all the cards.
Materials: a full pack of playing cards.

Brain Teaser

Central New Jersey Council

There are no tricks - this is a straight forward problem. This is supposed to be one of the questions which potential Microsoft employees are asked. U2 have a concert that starts in 17 minutes and they must all cross a bridge to get there. All four men begin on

the same side of the bridge. You must help them across to the other side. It is night. There is one flashlight.

A maximum of two people can cross at one time. Any party that crosses the bridge, either 1 or 2 people, must have the flashlight with them. The flashlight must be carried back and forth, it cannot be thrown, etc. Each band member walks at a different speed. A pair must walk together at the rate of the slower man's pace:

* Bono: - 1 minute to cross

* Edge: - 2 minutes to cross

* Adam: - 5 minutes to cross

* Larry: - 10 minutes to cross

For example: if Bono and Larry walk across first, 10 minutes have elapsed by the time they get to the other side of the bridge. If Larry then returns with the flashlight, a total of 20 minutes have passed and you have failed the mission.

There is no trick to this. It is a simple movement of resources in the appropriate order. There are two known answers to this problem. Microsoft expects you to answer this question in under 5 minutes!

BRAIN TEASER

Hints

OK - a few clues.

You have to believe it's possible

Then eliminate the impossibilities

There are only four variables

And three constraints

The logistics are simple :

2 people cross

1 goes back

2 people cross

1 goes back

2 people cross

But there are no tricks of people being carried on someone else's back, etc. And OK, which people cross at which time still has to be worked out. There's only 17 minutes.

And Larry takes 10 minutes, Adam 5. You can't allow them to cross separately, since that would be 15 mins, and you'll never solve the puzzle. So they cross together.

Which takes 10 minutes. You can't allow either of them to make the return trip with the flashlight either, can you?

Since they would still have to get back across again. That would take too long.

OK - Here is the answer

Bono and Edge cross the bridge - 2 minutes

Bono returns with the light - 1 minute

Larry and Adam cross - 10 minutes

Edge returns with the light - 2 minutes

Bono and Edge cross the bridge - 2 minutes.

Total 17 minutes

Quiz

Lorie McGraw

1. What is 5 divided by 1/2 plus 3?

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- I have two coins making 55 cents but one is not a nickel. How can that be?
- Why are 1977 dollars worth more than 1976 dollars?
- What word in the English language does nearly everyone pronounce incorrectly?
- In the United States is it legal for a man to marry his widow's sister?
- How much dirt is there in a hole that measures two feet by three feet by four feet?
- Some months have 30 days, some months have 31 days; how many have 28?
- Which is correct - eight and eight IS fifteen or eight and eight ARE fifteen?
- A 10 foot rope ladder hangs over the side of a boat with the bottom rung at the surface of the water. There is one foot between rungs and the tide goes up at the rate of 6 inches per hour. How long until three rungs are covered?
- Mr. and Mrs. Smith have six daughters and each daughter has one brother. How many people in the family?

Easy Quiz Answers

- Well, it's supposed to be fun, not work!
13. 5 divided by .5 = 10 + 3 = 13
- Only one is not a nickel, because it is a 50 cent piece. The other is a nickel.
- Because \$1977.00 is more than \$1976.00.
- The word 'incorrectly'.
- No. If he has a widow, then the man is dead and cannot marry anyone.
- There is no dirt in a hole.
- All the months.
- Neither. Eight and eight equals SIXTEEN.
- The rungs will never be covered because the boat rises with the tide
- 9 family members total. 6 daughters, 1 brother, Mr. Smith and Mrs. Smith

OPENING

I Promise

Heart of America Council

Personnel: 7 Cub Scouts

Equipment: A balloon for each with part of the promise on a note inside each one.

Cub #1: (Pop balloon and read) "I, (name) promise"

Cub #2: (Pop balloon and read) "To do my best:

Cub #3: (Pop balloon and read) "To do my duty to God"

Cub #4: (Pop balloon and read) "And my country"

Cub #5: (Pop balloon and read) "To help other people and"

Cub #6: (Pop balloon and read) "To obey the law of the pack:

Cub #7: (Pop balloon and read) "the Cub Scout promise reminds us to be the best that we can be, to be proud to be an American.

Cub Magic

York Adams Area Council

Personnel: 8 Cub Scouts

Equipment: Eight Cards spelling C-U-B-M-A-G-IC.
Setting: Cubs stand in line holding cards to turn over before reading their part.

Cub #1: C - is for comradeship, we learn to get along.

Cub #2: U - is for unity, together we are strong.

Cub #3: B - is for boys, wild and woolly but always polite.

Cub #4: M - is for merits, which we always have in sight.

Cub #5: A - is for adventure, what we're always looking for.

Cub #6: G - is for growth, to open every door.

Cub #7: I - is for integrity, for all the world to see.

Cub #8: C - is for Cub Scout, which we are all glad to be.

Opening Ceremonies

Trapper Trails Council

Cubmaster lights electric bulb-candle representing spirit. Talks about Cub Scout spirit. Audience stands, repeats Cub Scout Promise and Law of the pack. Leaves light burning during meeting).

1st Cub: Tonight we are going to fix for you

A treat that is really grand.

We'll make for you a recipe,

The greatest in the land.

2nd Cub: In first we'll put a heaping cup of red for courage true.

He pours in a container of red paper

3rd Cub: And then we'll add for loyalty

A dash of pure blue

He pours in a container of blue paper

4th Cub: For purity, we'll now sift in

a layer of snowy white.

He sifts in white paper

5th Cub: We'll sprinkle in a pinch of stars

To make it come out fight.

Sprinkle silver glitter

6th Cub: We'll stir and stir,

And then you'll see

That what we've made...

Is OLD GLORY!

He pulls flag from kettle suddenly

7th Cub: Our flag is the most beautiful in the world.

Let's always be loyal to it.

All: Will everyone please stand and recite the Pledge of Allegiance.

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A Cub Scout or Webelos Den Carries in the flag and posts it. Each boy takes a turn reading the following:

1. It's great to be a American, this is greatly known and the beauty of this land has a magic all its own.
2. The magic of America does not come from a magic spell. It comes from you and me who love it so well.
3. The wave of a magic wand did not buy us liberty. Great men and women died, so we might all live free.
4. So let us all now pledge to always do our part, for the magic of America lies deep within our heart. (Ask the audience to stand and recite the Pledge of Allegiance.)

The Birth of a Flag

Trapper Trails Council

Narrator: Have you ever stopped to think how a flag is made? Today, we will show you how our flag was made. First we add the red for courage. (A boy raises a red strip and places it into a glass container,) The courage of those gallant men who have given their lives defending the freedom of our great country. Red is for the courage of those Scouts who have accepted the challenge of advancement and development of mind, body, and character.

Next we add some white (the next boy raises a white strip and places it into the glass container) for purity. The purity of the birth of a new nation that struggled for life carved from virgin wilderness. The white is also for the purity of a new Cub Scout just beginning the great adventure of Scouting.

Then let us add some blue (the next boy raises a blue strip and places it into the container) taken from the sky above and the water that surrounds our continent. The blue represents the life-supporting elements that sustain our very existence. The blue sky and the blue water that beckon Scouts of all nations to enjoy God's great natural beauty.

Next we add just a dash of stars (the next boy drops stars into the glass container) to represent the fifty states that make up this grand land we call the United States of America. Stars that shine in the eyes of a lad as he succeeds in the accomplishment and goals achieved in the Scouting program.

Finally we add this needle and thread (the next boy (drops a needle and thread into the container) with which to finish our flag. The steel of the needle signifies the strength of our nation, and the thread represents the fiber of the brotherhood that binds us together in a united effort to continually defend the freedom our flag represents. Our flag! Old Glory! My red, white, and blue! Stars and stripes forever! The flag of the United States of America! May it always fly with honor and respect.

Openings

John J. Brogan, Jr.

H.A.D. Cub RT C-Commish

M – M is for Mess, which happens by Magic I guess

A – is for Anxiety, The Den Leader's heard of our notariety

G – is for Gem, that's really what is our den

I – is for Illusion, a good meeting's conclusion

C – is for Cub Scouts, do our best, no Doubts

Magic American Flag Opening Ceremony

John J. Brogan, Jr.

H.A.D. Cub RT C-Commish

Conceal an American flag inside a "magic" box.

Narrator: Today, we're going to start our pack meeting with a bit of magic! We'll add some special things to this magic box and see what we get when we say the magic word "Abracadabra!" (Audience practices the word.)

OK. Now, everyone on the count of three, say

"Abracadabra" 1, 2, 3 ... **Abracadabra!** (Reaches In and pulls out the American flag,) Wow! What a great piece of magic! Let's say the Pledge of Allegiance to our flag. (Two Cub Scouts hold the flag.)

Magic Opening

John J. Brogan, Jr.

H.A.D. Cub RT C-Commish

Hogwarts is where you learn about magic

Scouts is where we learn to do our best

While we play with tricks and make believe potions

Our lives are instilled with unbelievable good notions

We don't need a wand or a spell...

to remember our duty to God and Country, to tell

So please, levitate yourself upright

And join us at this magical sight

{Color Guard enters with Colors}

Please join us in the Pledge of Allegiance.

PACK/DEN ACTIVITIES

Magic Wand

York Adams Area Council

Materials:

¼-inch wooden dowel 12 inches long

Sandpaper

Glossy black paint

Glossy white paint

Masking tape

Sand the ends of the dowel to round them. Then paint about 2 inches on each end white. When it's thoroughly dry, wrap some masking tape around the white where it meets the bare wood, and then paint the middle black. (If you don't have glossy paint, you can varnish the whole wand when you're finished. Also, several thin coats will look better than one thick one.) Peel off the tape when the paint is dry and the wand is ready for your magic show!

Cents of Strength

York Adams Area Council

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Effect: Borrow a penny from a friend. Toss it into your left hand a few times and then, using only your concentration and some bad acting, you open your hand to find that you have bent the penny!

The Secret

What you need:

A bent penny. (You knew that, right?) Just take a penny, stick it in a vise and bend it with some pliers. You may want to wrap the penny in a cloth so as not to scratch it while you bend it. Bend it so that the coin is bent, but not folded in half. A set of keys or a lighter in your right pants pocket.

The Preparation:

Have the bent penny in your right hand inside your curled fourth and fifth fingers.

The Method:

Borrow a penny from a friend and pick it up with your right hand, holding it with the thumb, index and middle fingers. Since the last two fingers are already curled-up (with the bent penny inside), this should look natural. Now, you need to toss it into the left hand a few times, each time closing the left hand around the coin and opening it up. Do this twice. Next, execute the Bobo Switch. This is a wonderful utility move that you should know. This will switch the bent coin for the borrowed one. (The description of the Bobo Switch begins with the first toss above.)

Right now, the bent coin is in your left hand, so you need to do some acting here. First, we need to get rid of the borrowed coin that is in your right hand. So, just say, "I'll wave my keys over my left hand."

What you do is this: your right hand, with its palmed coin, goes into your right pants pocket, drops the coin and comes out with the keys. Don't make a "move" out of it; just do it. Then, wave the keys over your left hand. Now, your right hand is "clean", with no borrowed penny in it! Now to the acting... just squeeze your left hand and look as if you are concentrating on that hand. Sweat a bit, if you can. Then, slowly open up your left hand and show them the bent penny. Let them keep the penny and they'll be telling their grandchildren about you years later!

Invisible Vision

York Adams Area Council

A neat card trick that's easy to do!

Effect: Have someone pick a card, look at it and return it to the pack. You shuffle the deck and explain that you will use your special "Invisible Vision" to locate their card. Going through the pack, you pull out one card. It's their chosen card!

What You Need: You need to get a pack of cards where there is a design on the backs of the cards. The design should be asymmetrical, that is it should look different if you hold it upside-down. Cards with pictures on them are great for this trick.

You might also locate some of the recently printed Rider Back Bicycle decks. For some reason, the backs of the cards are printed off-center and this will work for the trick. Set up the deck so that all of the cards are facing the same direction.

To Perform:

Shuffle the deck. When you do this, you must shuffle them so that the cards are shuffled in the same direction. That is, when they are shuffled, the backs of the cards stay the way they were when you set up the deck. Any overhand shuffle will do. Have your friend freely select any card. Have him look at his card and remember it.

Note: how your friend is holding the card. If he hasn't turned the card end-for-end, you must turn your pack around so that when he returns his card, it will be the only "reversed" card in the pack. (If he has turned the card end-for-end, just keep your pack the way it is.)

Have him return his card and shuffle the pack as before so that the cards remain facing the same direction. At this point, you have a pack of cards with the backs all facing the same way — except for one card. Fan the cards with the backs towards you. If you are looking at the backs and they are all pictures, it will be way too obvious to your friend that his card is the only reversed on there, so be sure he doesn't see the backs. (Of course, if you are using those off-center Bicycle decks, you can let him see the backs and it will be all the more mystifying!)

Explain that you are using your "Invisible Vision" to locate his card, and when you see his card, pull it out and dramatically exclaim that this is his card. Return it to the pack and shuffle it so that you do mix up the way the cards are facing. Any riffle shuffle will do here. This way, you can let the pack be examined!

Meeting Ideas

Trapper Trails Council

The boys can learn some simple magic tricks in their den meetings or at home and then individually or as a den they can perform their tricks at pack meeting for their families and fellow Cub Scouts.

There are many people who make magic their hobby and may be willing to come and perform their magic show at your pack meeting. There are also some very professional magicians who charge a fee to come and do their magic shows, some of them are very good and do not charge a great deal of money.

Let's Do Magic - How?

Trapper Trails Council

Getting Started--Wear a costume, it makes the trick more entertaining and "magical". Be sure you know what equipment you need for each trick, how to make anything special, and that it is in the right place.

Practice--each trick until you know it well! Do it for your family or in front of the mirror.

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Prepare funny and clever things to say while you are doing your magic. Besides being entertaining, this 'patter' will keep your audience off guard.

Never repeat a trick! Save your best trick for last.

Keep your act just long enough to be interesting - if the audience gets restless, STOP!

Do not explain your tricks. Keep them guessing.

If you make a mistake - turn it into a joke. "Oh, oh, my magic hat is taking a break or a nap"

Use A Warmup To Start With

Trapper Trails Council

Cubmaster enters, carrying a decorated box, asks for 2 volunteers to donate neckerchiefs. CM tosses them into box, announces that it is a magic trick and if the right word is said; the neckerchiefs will come out 'tied'. CM scratches head, admits he has forgotten the magic words. Maybe the cubs can help him. With each magic word he takes an item out of box (car, comb, ball, etc). Then CM remembers word - Akela!

All boys shout out magic word- Akela, CM looks into box, states the neckerchiefs are tied. Begins putting magic box away, of course, Cubs will want to see in box. CM feigns sadness at not being trusted, opens box, and brings out a box of TIDE.

Upside Down George

Trapper Trails Council

Act – Fold paper dollar, unfold and George turns upside down. How – Fold dollar bill so picture is right side up, fold in half, long way with picture inside. Fold in half again from right to left. Say magic words, unfold the bill from the back and from left to right. Lift up the last fold and George will be upside down.

Appearing Penny

Trapper Trails Council

Act – Look through a paper cup, see nothing. Cover cup with hand, say magic words, move cup, penny appears from nowhere.

How – Prepare cup: cut off bottom, trace cup rim on red paper, cut out circle and glue on cup rim. When no one is watching, place penny on piece of red paper, put cup over penny with open end up. Circle of red on cup rim covers penny. Say magic word, lift cup and penny appears.

Tips and hints to help you become a successful magician

Central New Jersey Council

1. Practice in front of a mirror so you can see the trick as your audience will. Practice lots!

2. Practice the "patter" as well as the trick. Figure out before hand what you want to say during the show. Good patter will help distract the audience just enough to keep them from guessing how you've pulled off your magical feats! Here's a start for you:

I have a magic trick for you.

It should be lots of fun.

Pay very close attention, And guess how it is done!

3. Resist the temptation to tell how the trick worked... keep them guessing and they'll be even more impressed with your show.

4. Never do the same trick more than once for the same audience. It makes it too easy for the audience to guess how it was done.

5. Control the seating arrangements, some of the tricks require that the people be looking straight at you. Have the audience remain seated throughout the show.

6. Wherever you can, borrow the objects from the audience... coins, pencils, napkins, etc. Borrowing from the audience makes it seem like the magician hasn't had time to do anything sneaky to the item. This makes everything seem more magical!

7. Lovely Assistant: a lot of the card tricks (or any other mind reading type tricks) work well using a magical puppet or stuffed animal as your assistant.

Try putting on an entire show where you aren't a magician at all... instead claim that you bought a puppet from an old gypsy woman and it turned out to be magic (you can make up a cool story to use as your patter). Have the puppet or stuffed animal "whisper" the answers into your ear.

Having a puppet do all the work, may keep you from getting stage fright! I've included the puppet image on all the tricks that will work well this way.

Activities

Central New Jersey Council

Go Visit a Magic Store

Make invisible ink (using lemon juice) to send messages back and forth

Make Magic Wands

Learn Magic Tricks and feats of illusion

Trick Courtesy of: Matt-Original Author: Unknown

Central New Jersey Council

Effect: A spectator picks a card out of a shuffled deck.

You put it with three random cards, place the cards at the bottom of the deck, and shuffle. You take three cards from the bottom of the deck and ask the spectator if any of those are his. None are. These are laid on the table, one of the cards is flipped over, and the selection appears on the table.

How It's Done:

Ask a person to shuffle the cards and then choose one card. Have them give you the deck. Take three cards from the bottom. Tell the spectator to put their card on top of those three, then to place the four cards at the bottom of the deck. Shuffle the deck, but be sure to keep the four bottom cards in the same spot. Shuffle the cards a couple of times. Now take the first bottom card and place it face down on the table. Take the new bottom card and put it at the top of the deck. Place the other two bottom cards face down on the table. The last card you put down is the

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spectator's card. Be sure you have that card at the top of the tabled pile. Set the rest of the deck aside. Pick up the tabled cards. Square them up, and hold them so the spectator can see the face of just the bottom card. Ask if this is their card. They will say no. Lower the cards so they are in dealing position and quickly deal the top card (actually their card) onto the table. If you do this naturally, without comment, they will think you dealt the card you just showed them.

Show them the top card from those in your hand, and ask if it is theirs. Again they will say no. Lay this card on the table. Finally, show them the last card in your hand and ask if it's the selection. When they say no, put this card onto the other two. Ask them what their card was. When they tell you, use the other two cards (like a spatula) to flip their card face up on the table. You have made their card appear!

Rope Trick

Central New Jersey Council

Effect: Holding a piece of rope, the magician places the ends of the rope into his hands and closes his fingers around the ends. The magician shakes the rope slightly, says a magic word, blows on his hands and drops one end of the rope. Magic! The end has a knot in it!

Supplies: One long piece rope

Secret: The rope already has a knot in one end... Tie a knot in one end of the rope. Hide this end with the knot in your hand and bring the other end of the rope up next to it. Shake your hand as if you're trying to knot it. Drop the end with the knot and it looks like you have tied a knot in the rope using one hand.

AUDIENCE PARTICIPATION

The Reluctant Rabbit

York Adams Area Council

Joe: Abracadabra

Rabbit: Flop hands like ears and wiggle nose

Hat: Tip imaginary hat

Dog: Woof

Joe was very busy. It was only a few days until the Pack Meeting and he was still trying to perfect his disappearing **Rabbit** trick. All the other Cub Scouts already had their tricks ready. But **Joe** was having a little trouble. He had his black top **Hat** and a very nice little **Rabbit** and **Joe** even knew exactly how to do the **Rabbit** in the **Hat** trick, but the **Rabbit** would not cooperate.

Just then, **Joe's Dog** came bounding into the room. "Woof," said the **Dog**. He was a very large **Dog** and the minute the **Rabbit** saw him, he bolted under the bed, toppling the **Hat** and just about knocking **JOE** off the bed. "**Dog**," shouted **Joe**, "Get down! You keep scaring my **Rabbit**. And I already have enough trouble with him." The **Dog** hung his head in shame. He was really a very good **Dog** and did not mean to scare the **Rabbit**. **Joe**

reached under the bed and pulled out the **Rabbit**. **Joe** petted the **Rabbit** and soon he was calm. "Now, let's practice," **Joe** said. He took the **Hat** and after waving the magic wand a few times he put the **Rabbit** into the **Hat**. But the **Rabbit** would not stay in the **Hat**. **Joe's Dog** sat quietly and watched. Nothing **Joe** did seemed to help. **Joe** was getting very frustrated. He put the **Hat** on his own head and sat down on the bed. The **Hat** fell down around **Joe's** eyes so he could not see. "Boy it's dark in here," he said. That was when it hit him. The **Rabbit** had claustrophobia and was afraid of the dark! Every time **Joe** put him in the **Hat**, the **Rabbit** got very nervous and tried to escape. **Joe** patted his **Dog** on the head and thought and thought. He didn't have time to train another **Rabbit**. What could he do?

Then **Joe** had a bright idea. He opened the top drawer of his bureau and began searching through all his stuff. His **Dog** came over to help. Soon **Joe** found what he was looking for—his penlight. He put it in the bottom of the **Hat** and turned on the light.

Then he took the **Rabbit** waved the magic wand and stuffed the **Rabbit** into the **Hat**. This time, with the light to keep him calm, the **Rabbit** stayed.

"Hurray!" shouted **Joe**. "Now I can do my trick!" And sure enough, the **Rabbit** had disappeared; the **Hat** was empty! Even the **Dog** was surprised.

Jared And His Magic Show

Trapper Trails Council

Every time you hear the word **Magic** everyone is to say Abracadabra and Alacazam!

Jared was a Cub Scout. He liked **Magic** shows. He decided that he would put on his own **Magic** show. He practiced and practiced all his **Magic** tricks. Finally the big day came. He was going to put on his **Magic** show for his family and friends

His brother liked **Magic** tricks too! He thought it would be fun to pull a trick on Jared. He talk to his sister Shari who was going to help Jared with his **MAGIC** tricks, and asked her to help him with plan.

The time came and Jared started his show. He showed some **Magic** tricks with cards. Then he showed a trick using a handkerchief and some flowers.

The next **Magic** trick he did was to pull a rabbit out of a hat. Then Jared showed the **Magic** number trick. Now it was time for his last **Magic** trick. He was going to make Shari disappear.

Jared had Shari get in a **Magic** box. Jared shut the door and said the **Magic** words. He opened the door He closed the door and told everyone he would make her come back. Again, Jared said the **Magic** words and opened the door and guess what? She was still gone. Jared was very surprised.

His Brother was laughing. Jared's brother came out to help him. They both said the **Magic** words and there she was with a big smile on her face.

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Jared's brother said, "The **Magic** trick was on you. You thought she was really gone and she wasn't."

ADVANCEMENT CEREMONIES

The Magic Colors

York Adams Area Council

Props: A clear container with a little dry ice in it, and top hat. A glass of blue water and a glass of yellow water.

Cubmaster: Tonight I would like to show you the colors of the Cub Scouts. First there is blue, which stands for loyalty, truth, and Honesty. Then there is gold which stands for cheerfulness, Happiness, and Fun. If we combine these two colors (pour the colors at the same time into the clear container and see what happens) we get green which stands for the earth and for the Boy Scout Program.

Tonight we have some boys who will receive awards. There is really nothing magical about their advancement. It requires a Cub to team up with his parents to achieve. (pulls awards from magician's hat.)

Magic Awards

Trapper Trails Council

Master of Ceremonies Toy Hunt

Equipment: Master of Ceremonies Top Hat, Wolf Award Cards secretly hidden in hat, Magic Wand, Bear Award Cards rolled inside, Several covered hankies-Webelos cards attached to each one

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

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

Wait a few seconds and look surprised. Reach in hat and pull out an award card. Read the name and ask the Cub and his parents to come up. After all of the Wolf awards been given out, go to the table and pick up wand. Study it and with a surprise, shake out the Bear awards. Pick them up and call out the names of the Cubs have them bring their parents forward. After they have all been awarded, put your hand in your pocket and bring out a hankie.

Wipe your brow, but to your surprise there is something

attached to it. Read the award and give it out. Repeat, until all of the awards have been given out.

Advancement Ideas

Trapper Trails Council

To present the awards to the boys the Cubmaster should dress as a magician, with a black cape and a black top hat. Ahead of time, a table should be prepared with a 5 or 6 inch hole cut in the top of it. The table should have a tablecloth or something draped over it so someone can sit underneath it without being seen. The top hat should also have a hole in the top of it.

The Cubmaster calls up the first boy to receive an award and lays his hat (top side down) on the table over the hole. He asks the boy what achievement he has been working on and then proceeds to pull the award out of the hat. The person under the table hands him a stuffed rabbit, then an old boot, and any number of items except the boy's award, until the Cubmaster remembers to say the magic words "Do Your Best." Then the Cubmaster pulls out the award and presents it to the boy. This can be done with each boy receiving an award, just change the magic words each time, such as "We'll Be Loyal Scouts," "The Cub Scout Follows Akela," etc. Practice this a few times and it will go smoother at the pack meeting.

Merlin

Trapper Trails Council

Personnel: Merlin, Cubmaster

Equipment: Merlin (wizard) costume, table (small) mixing bowl, cereal bowl, dry ice, stirring rod (Merlin staff), quart of water, towel, caps, baby powder, Cub Scout magic stuff.

Cubmaster: Down through the ages many smiles have been written about the great scholars and during the middle ages the scholars were the magicians. Probably the most famous of these magicians was named Merlin. If we can be absolutely silent and all close our eyes, maybe we will be able to conjure up the Old Master himself.

(Turn lights out. Fire caps. Throw a handful of baby powder into the air for "smoke" effect. Lights on and Merlin is there amongst the "smoke" -- coughing.)

Merlin: (Crackle cough) This smoke and fine business is definitely not the way to travel! Magic? You want magic? You called the right guy. No one in history has ever been able to match the power of my spells. Let me show you some of my magic.

(Goes through several Cub Scout magic tracks See Cub Scout Magic Book - or does several silly magic tricks-)

Merlin: And now for the most important trick of all!

(Merlin pours water into mixing bowl with dry ice already inside. Awards are inside small bowl now floating in large bowl. Merlin stirs with staff. CO2 cloud should spill over and cover bowl Cubmaster calls names of boys receiving advancement and one by one each boy stirs the brew.

After each stir, Merlin reaches into the bowl and pulls out the boy's award. He reads the award and congratulates the

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Scout: When all boys have received their awards, they're applauded and return to their seats.)

Merlin: Tonight you've seen two kinds of magic. The first being the kind of magic of illusion and spells. The second being the kind of magic you feel inside from a job well done and recognition of hard work. And in all my days in King Arthur's court that kind of magic has proven to be the kind of magic that endures. So for now, close your eyes, think of the knights of old and (Lights go out, caps pop, Merlin exits. Cubmaster throws handful of powder Lights go back on.)

Merlin: (crackling from off stage) I'll be on my way!

The Magic of Cub Scouting

Central New Jersey Council

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

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

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

What would happen if we put the Bear Cub Scout back in? (*Bear Cub Scout enters the box.*) Now, let's all say it together, Abracadabra! -and out comes a Webelos Scout. (*Webelos Scout emerges.*)

But is that the way Cub Scout advancement works? (Cub Scouts say "NO!") It isn't so easy! Each Cub Scout works hard to achieve his rank, and the following boys have done so tonight. Will the following boys and their parents come forward to receive the Bobcat badge? (*Continue through the ranks.*)

GAMES

Hare Hop Game

York Adams Area Council

Active: outdoors/indoors.

Equipment: Per team: 1 pair of rabbit ears (made from cardboard, cotton and wire attached to a hat); 1 small balloon and 1 large balloon for each member; lots of string; 1 chair for each team.

Formation: Relay.

Divide the group into teams of six. Line up each team in straight lines at one end of the playing area. Place the chairs, one for each team, at the opposite end of the playing area.

On 'Go', the first player of each team dons the rabbit ears, while his teammates blow up one small and one large balloon. One long piece of string is tied to the small balloon. The first player then ties the string around his waist, with the balloon hanging from behind, to represent

his tail. He hugs the large balloon to his tummy, to represent the fluffy underside of a bunny. Then, with his ears and his two balloons, he hops down to the chair, hugs the large balloon until it breaks, and sits on his 'tail' until the small balloon breaks.

When both balloons have burst, he hops back to the team where he gives the ears to the second player. The fun is helping each rabbit get 'dressed' and in cheering each bunny on. The relay ends when all bunnies have lost their tummies and tails.

The Mystifying

Equipment: Pencil and paper for each Cub

Formation: Circle

Give all the Cubs a slip of paper - each the same size and shape as the others. Then ask everyone to write a short sentence of four or five words. The words should be written plainly and should not be shown to any other person. Then instruct them to fold their papers and bring them to someone previously selected to act as the 'guardian'. No one, not even the guardian, should attempt to read the papers, still folded. As you gravely close your eyes, place the folded paper against your forehead and remain a moment in deep thought. Then call out any sentence that has occurred to you and as who wrote it. One of the Cubs, who is an accomplice, and who did not write a sentence, admits authorship of the sentence. Then unfold the paper, apparently to verify his announcement (and read the sentence to yourself). Then place the paper in your left hand and ask the guardian for another. Repeat the same preliminaries and then call out the words written on the previous paper, which you have had the opportunity to read. This will be a bona fide answer and one of the Cubs will have to admit to writing the sentence. Keep the performance up in this manner until all the player's slips of paper have been read.

In order for the trick to be successful, the accomplice must be careful to conceal from the audience the fact that he has no include a sentence in the collection given to the guardian.

SONGS

Cub Scout Magic

(Tune: Aloutte)

York Adams Area Council

Cub Scout Magic,
I like Cub Scout Magic!

Cub Scout Magic

It's a lot of fun!

Chorus:

Do you like to be amazed?

Yes, I like to be amazed!

Do you like my magic wand?

Yes I like your magic wand?

Do you like our rabbit tricks?

Yes, I like our rabbit tricks!

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(Make up other appropriate lines for the chorus)

Bring Back My Bunny to Me York Adams Area Council

My hat is right there on the table,
My want here, as all you can see.
With magic I'm quick and I'm able,
But where could my white rabbit be?
Bring back, bring back,
Bring back my bunny to me, to me,
Bring back, bring back,
Bring back my bunny to me, to me!

Take Me Out to the Magic Show York Adams Area Council

Take me out to the magic show
Let me learn all the tricks.
Buy me some doves and some magic rings,
Cards, saws, boxes, and other neat things.
Then I'll practice tricks 'til I'm real good.
All my friends I'll amaze
When I make my sister disappear.
Cub Scout Magic Days!

SKITS

X-Ray Eyes

Heart of America Council

Say, "And now for the greatest trick of all. I'll show you that I have X-ray eyes. I can see what's on a paper even if the paper is covered.

Who wants to write something?" Have the volunteer write something on the paper and fold it in half. Tell him to put it on the floor and stand on it. Tell the audience you can see what's on the paper if you concentrate. Concentrate by putting hand to brow and making a few faces. Then suddenly you know! Say, "I can see what is on the paper! It's his big feet!"

Magic Kite

Heart of American Council

Personnel: 6 Cub Scouts

Equipment: Ball of string with a kite tail

1st Cub: What's that?

2nd Cub: Don't you know what a kite looks like?

1st Cub: Sure I do, but if that's a kite then it sure won't fly.

2nd Cub: It'll fly, it's magic!

3rd Cub: Kites can't be magic!

2nd Cub: This one is. All I have to do is say, "Dad, look at the kite I've made."

4th Cub: Then what?

2nd Cub: He shows me how to make one.

5th Cub: That kite still won't be magic!

2nd Cub: Un huh! Then he shows me how to fly it.

6th Cub: Wow! It's magic if it can do all that. Come on, let's make one.

All: (exiting) Yeah, Wow! It's Magic! Let's go make one.

A Balloon That Won't Burst York Adams Area Council

Blow up several balloons and have someone hand out all but one to people in the audience. With each balloon, hand out a pin. Take the remaining balloon and explain that some magic can make it indestructible. The magician passes his hand over the balloon as he says some magic words. Tell one person in the audience to burst his balloon with the pin. The balloon pops. The magic takes the pin from the person and sticks it into his balloon and nothing happens. The magician repeats this with several of the balloons that were handed out and his balloon still doesn't pop. The audience will be convinced of the magic powers of the magician.

The Secret: While the magic trick is being set up (in the confusion of handing out the balloons), tape small patches of cellophane tape to different spots around the magician's balloon. The magician sticks the pins through the taped spots. A pin can be stuck through the tape without bursting the balloon. But be sure to hit the tape or the balloon will burst!

Mixed Up Magic

York Adams Area Council

Characters: Cub #1, Cub #2, another boy, Mother

Props: Toys and clothes for messy room, sign "HOURS LATER," large garbage can

Scene: Cubs #1 and #2 sitting, talking in a slightly messy room. Mother enters.

Mother: Son, this room is a mess! You need to clean it up!

Cub #1: OK, Mom. I'll clean it up as soon as we're done playing.

Mother: I'm going shopping now and I want it clean by the time I get back. When you're finished cleaning, you may go outside to play; but not before! (Mother leaves.)

Cub #2: Don't you hate cleaning your room?

Cub #1 (gets up and starts looking around) I always have before, but today I have a solution... Now where is that book of magic spells?

Cub #2: Magic spells? You can't be serious!

Cub #1: Oh, yes I am! Just watch me. I'm going to use magic to clean up this mess. Only, I can't find my book. (Looks around the room.) Oh, there it is! (Picks up book and leafs through it.) I know it's in here somewhere. I just can't find it. I guess I'll have to play it by ear...

Cub #2: Do you think you can do it?

Cub #1: No problem. This is one of the easiest spell in the book. I've read it lots of times. I practically have it memorized. Let's see—what were those magic words? Hmm. Abra-cadabra! CleAn my room! That oughta do it!

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(He raises his arms and waves them around. A pile of clothes and toys flies in from offstage.) Oops, I guess I goofed a little.

Cub #2: That was amazing! How did you do that?

Cub #1: Well, it wasn't exactly the result I was after. I'll just have to try again. Let's see. Hocus Pocus! Clean my room! (He raises his arms and waves them again. In flies another pile of clothes and toys.)

Cub #2: Are you sure you know what you're doing?

Cub #1: Oh no! I got it wrong again! This is getting to be a real mess. Maybe I should give up. But I was sure I knew that spell. I'll just give it one more try and then, if it doesn't work, I'll have to give up.

Cub #2: I sure hope you know what you're doing. I'm beginning to have a very bad feeling about this whole mess!

Cub #1: Trust me! (Concentrates hard with his eyes closed.) Ala-kazam! Clean my room! (In flies more mess.)

Cub #2: Aaaagh! I don't believe this! (Looking around.) This is the worst mess I've ever seen! What a disaster.

Cub #1: Well, I guess we'll just have to clean it by hand. It'll probably take us hours! Yuck!

Cub #2: Us???? What do you mean, us? (Looks at Cub #1 who is moping.) Okay, I'll help you cleanup. Let's get going.

(They begin picking up the toys and clothes. A boy walks across the stage carrying a sign that reads "HOURS LATER.")

Cub #1: We're just about done. Thank Goodness! I'm so tired. I never want to see another mess like that, as long as I live. (Picks up the magic book and dumps it into the garbage can.) I've had enough of this hocus-pocus! Good-bye and good riddance! (In flies another pile of stuff.)

Cubs #1 & #2: Oh no! Not again! (They both faint.)

Climb That

York Adams Area Council

Two Scouts meet, and the first scout begins to brag he can climb anything.

Scout 1: "Can you climb that tree?"

Scout 2: "Sure I've done it lots of times."

Scout 1: "Can you climb the steep hill over there?"

Scout 2: "No sweat, no problem for me."

Scout 1: "How about the Empire State Building?"

Scout 2: "Done it, Did it."

Scout 1: "How about Mount Everest?"

Scout 2: "Boy that was a cold day, I've done that too. I told you I am the world's greatest climber, I can climb anything!"

Scout 1: "I'll bet you ten bucks I can show you something that you can't climb."

Scout 2: "Your on!"

Scout 1: pulls out a flashlight and shine the beam up into the sky "all right climb that!"

Scout 2: "Are you crazy? No Way!"

Scout 1: "I knew you would back out, now pay up!"

Scout 2: "I won't pay because it's not fair. I know you, I'd start climbing and I'd get half way and you'd turn the flashlight off!"

The Growing Machine

York Adams Area Council

The cardboard box needs to be large enough to hold one of the players and various props. "Load" it and push it on stage, where a narrator explains that this marvelous machine has been invented by tonight's guest, Professor ____, who will demonstrate its tremendous powers. He introduces the professor, who enters carrying a bag of his props. The professor explains he has invented a wonderful machine that makes things grow. He proceeds to demonstrate. He pulls a small piece of paper from his sack, pushes buttons, etc., and throws in the piece of paper (sound effects, flashing lights). The player inside throws out a paperback book. The demonstration continues with small ball in, large ball out; piece of string in, hunk of rope out; etc. Finally, the professor throws in a baby doll. The player inside jumps out in baby clothes, cries "Daddy!", and chases him off stage.

The Invisible Bench

York Adams Area Council

Need: 4 (or more) scouts .

First boy is squatting as though sitting on an invisible bench. The second boy comes in and asks what the first is doing.

"I'm sitting on the invisible bench."

"Can I join you?"

"Sure, there's plenty of room."

Second boy pretends to sit.

A third boy comes along, and the scene repeats.

Go on for as many boys as you want.

When the last boy comes along, asks and is answered, he says "But I moved it over there this morning!"

AAAAHHHHHH!!!! All seated boys fall down.

CUB GRUB - Fun Food

Magical Marshmallow Carpets

1 package (8oz. Serving size) or 2 packages (4-serving size each) JELL-O Brand Gelatin, any flavor.

1 cup warm water

3 cups UET_PUFFED Miniature Marshmallows or 12 JET_PUFFED Marshmallows.

Lightly Grease 13 x 9 inch baking pan with no stick cooking spray.

Stir gelatin and water in medium microwavable bowl.

Microwave on High 2 ½ minutes, stir until dissolved.

Stir in marshmallows. Microwave on High 2 minutes or until marshmallows are partially melted. Stir mixture slowly until marshmallows are completely melted. Pour mixture into pan.

Refrigerate 1 hour or until set. Cut gelatin into 2-1/4x4-1/4 inch rectangles. With marshmallow layer on top, cut

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small slits on each side of the rectangles to form "carpet fringes." Garnish each "carpet" with multicolored sprinkles, if desired.

Magic Breakfast

1 package Jell-o Gelatin, any flavor
Cold cereal with milk or any sliced fruit or Ready to eat waffles
Butter
Sprinkle some dry gelatin over cereal and watch the magic color appear. or Sprinkle some dry gelatin over your favorite fruit. or- Prepare waffles, following package directions. Butter waffles with table knife while they are still warm. Immediately sprinkle some dry gelatin over waffles. The more you sprinkle on, the brighter the color. If you have leftover gelatin, fold up package to use another time.

Impossible Pie

Ingredients:

3 large eggs
1/2 cup Bisquick
1-1/2 cups shredded coconut
1 cup sugar
1 tsp vanilla
1 stick butter
2 cups milk

Instructions

Place all ingredients in a food processor. Blend for 2 minutes. Pour into a greased 9 inch pie tin. Bake at 350F for 55 minutes. (Bisquick makes the crust.)

Strawberry Magic Cake

1 package (10 oz.) miniature marshmallows
1 box (18 oz.) yellow cake mix, prepared per package.
Directions
1 box (3 oz.- 4 serving size) strawberry gelatin powder
1 box (16 oz.) frozen sliced strawberries, slightly thawed, but do not drain
2/3 c. cold water
Spread marshmallows evenly over the bottom of a greased (10x13) baking pan. Spread prepared cake batter evenly over marshmallows. Sprinkle dry gelatin powder evenly over the cake batter. Spoon slightly thawed strawberries here and there over gelatin powder and then drizzle evenly with 2/3 c. water, but do not stir it up. Slip cake carefully onto center rack of a 350° oven to bake 55 minutes to 1 hour or until tests done in center and top is golden brown. Let cool in pan on a rack at least 30 minutes before cutting. Refrigerate leftovers to serve within 1 week,

garnishing each serving with Cool Whip or whipped cream and additional strawberries. Freezes well.

Magic Cookie Bars

1/2 cup butter or margarine
1 1/2 cups graham cracker crumbs
1 can (14oz) sweetened condensed milk
1 pkg (6oz) semisweet chocolate chips
1 can flaked coconut, (3 1/2 oz)
1 cup chopped nuts
Preheat oven to 350 degrees.
Melt butter in a 13 x 9-inch baking pan. Sprinkle crumbs over melted margarine; pour sweetened condensed milk evenly over crumbs. Top evenly with remaining ingredients; press down firmly. Bake 25 to 30 minutes or until lightly browned. Cool before cutting.

Metamorphic Magic Cookie Recipe

1 cup butter or margarine softened
1 1/2 cup light brown sugar
1/2 cup sugar
2 eggs
2 teaspoons vanilla
2 1/4 cup flour
1 teaspoon baking soda
1/2 teaspoon baking powder
1/2 teaspoon salt
1 cup semisweet chocolate chips
1 cup peanut butter chips
3/4 cup butterscotch chips
1/2 cup pecan or walnut pieces
preheat oven 350 degrees and grease baking sheets
Cream butter and sugars. Beat in eggs and vanilla.
Combine powdered ingredients and gradually add to creamed mixture. Stir in chips and nuts.
Bake 10 - 12 minutes.

Magic Apple Pie

Magic Apple Pie.

Put the first six ingredients in a Ziploc bag to have ready to take camping. Then all you have to do is add the egg and apple when you're ready to bake.

Ingredients:

3/4 cup sugar
1/2 cup flour
1 teaspoon baking powder
pinch of salt
1/2 cup raisins (optional)
1/4 tsp cinnamon
1 egg
1 apple, peeled and diced

Instructions:

Just mix all the ingredients and put in a 9" pie pan. Bake for 25 minutes at 350 degrees.

STUNTS & APPLAUSES

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Tongue Twisters

Heart of America Council

Twenty treasure trackers tried to trick trusting tourists.
Five furry flies fly fast and furious.
Sally saw seven ships sail the sea.

Cheers

Heart of America Council

Surfer's Cheer

"Surf's Up!"

Life Guard's Cheer

Put your whistle in your mouth, blow it (whistle) and say,
"Walk!"

Non-Swimmer's Cheer

Hold your nose with one hand and hold three fingers over
your head. As you sink below the surface say, "Glub,
glub, glub!"

Cannon Ball Cheer

Wrap your arms around your knees, jump up and yell,
"Kersplash!"

Babbling Brook Cheer

"Babble, babble, babble"

Run Ons

Heart of America Council

Why does an elephant wear dark glasses?

If you had all those stupid jokes told about you, you'd
wear dark glasses, too.

What's the proper way to raise an elephant?

With a hydraulic lift.

Why did the Cub Scout take bread and butter with him in the street?

He was looking for the traffic jam.

I have a tree right here in my hand!

Really? That's a very small tree. Show me.

It's right here (holds up outstretched hand). It's a palm!

Why did the Scout live in a house with no bathtub or shower?

'Cause he wanted to be filthy rich. Lucky dog.

Riddle

Heart of America Council

Farmer Higgs owns 3 pink pigs, 4 brown pigs and 2 black
pigs. How many of Higgs' pigs can say that they are the
same color as another pig on Higgs' pig farm?
None. Pigs can't talk.

CLOSING CEREMONY

It's Up to You

Heart of America Council

Personnel: 5 Cub Scouts

Equipment: None

1st Cub: God gave you this day to do just what you
would,

You can throw it away; or do some good.

2nd Cub: You can make someone happy; or make
someone sad.

What have you done with the day that you had?

3rd Cub: God gave it to you to do just as you would,
you can do what is wrong; or do what is good.

4th Cub: You can hand out a smile; or just give 'em a
frown,

You can lift someone up; or just put them down.

5th Cub: What did you do with your beautiful day?

God gave it to you; did you throw it away?

Happy Faces

Heart of America Council

Personnel: 8 Cub Scouts

Equipment: A happy face sign for each

1st Cub: I think there were 1,000 smiles here tonight, but
did you know

2nd Cub: A smile costs nothing,

3rd Cub: But creates much.

4th Cub: It happens in a flash, but the memory sometimes
lasts forever.

5th Cub: It cannot be bought, begged, borrowed or stolen,

6th Cub: But it is of no earthly good to anyone unless it is
given away.

7th Cub: So, if in your hurry and rush you meet someone
who is too weary to give you a smile, leave one of yours.

8th Cub: No one needs a smile quite as much as a person
who has none left to give.

Magic of The World

York Adams Area Council

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

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

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

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

WEBELOS

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Outdoorsman

Heart of America Council

Webelos Scouts look forward to the day when they can participate in Boy Scout camping. Because it provides a taste of the outdoor adventure that awaits them in the troop, the Outdoorsman Activity Badge will be one of the most popular with the boys. It is also one of the most important because it helps prepare them for outdoor life. In most Webelos dens, the boys work on the Outdoorsman badge during the month before their first adult partner and Webelos Scout overnight campout. The reason is, of course, that they should be prepared for the experience of setting up camp, fixing their own meals and enjoying camp life. The activities will give each boy enough of the rudiments of outdoor living to make him comfortable on the campout, with a small amount of equipment, and have an enjoyable experience without trespassing on the Boy Scout camping program. It provides a good foundation for boys when they move into the troop.

Today's push-button life is too easy from a physical standpoint. The boys must be given a chance, through their own efforts, to live in the outdoors. It can give them a sense of pride in knowing that they can take care of themselves. Through camping, the boys have a good opportunity to develop citizenship, character, and fitness. It is up to the Webelos leader, with the help of other adults, to make this experience an enjoyable one.

Suggested Den Activities

1. Show boys how to make an improvised sleeping bag or bed.
2. Study and learn fire safety rules including no flame lights in tents and no liquid starter for charcoal fires.
3. Learn aluminum foil cooking techniques
4. Have a den cook-out.
5. Build charcoal stoves. Vent them at top and bottom with can opener. Teach boys how to build a fire in them.
6. Make a first aid kit.
7. Practice camping in the backyard.
8. Practice laying fires for regular wood fires or charcoal, so boys will know how to lay fires for cooking or campfires.
9. Have a tent-making project of a simple tarp tent which will provide shelter for two boys.
10. Make lists of items needed for backyard camping and adult partner and Webelos Scout camping.
11. Learn the Outdoor Code.
12. Plan and hold an adult partner and Webelos Scout overnight campout.

Suggestions For Pack Meeting

1. Exhibit homemade tents, first aid kit, improvised sleeping bag, posters on safety.
2. Demonstrate how to make a tent or sleeping bag; explain contents of first aid kit; explain fire safety rules; oral report by adult partner and Webelos Scout on overnight campout.

The Webelos Outdoor Program

Webelos Scouts are encouraged to have adult partner and son overnight experiences away from home. This is an important step in the transitional period from the Cub Scout to Scout program. The Webelos den adult partner and son overnight experience may be conducted with troops assisting and participating.

There are three things to understand about a Webelos overnight experience:

First - It is an Adult Partner - Webelos Scout event. The Webelos den leader should let the adult partner and Webelos Scout put up their own tents, prepare their own food and do their own clean-up. The Webelos leader should not take the whole responsibility for the den. He should, however, have a program of activities prepared and everything coordinated.

Second - It is not a tough, pioneering adventure. The campsite should be located in a spot isolated from the rest of the Scout camp or on private property easily accessible by car. More than likely family type camping equipment will be used which is heavy and difficult to carry any distance.

Third - It requires protection from the weather, materials necessary for the preparation of food and program items to suit the area where the overnight is being held. Tentage will be required for protection. It does not make sense for a Webelos den to purchase tentage for just a few overnights a year.

Put responsibility for tentage on each adult partner. Have each adult partner - Webelos Scout team provide and cook their own meals. Participation in any planned activities should also be as a team.

There are other aspects to Webelos overnight camping. The overnight experience for adult partner and Webelos Scout is a den related activity.

As stressed earlier, these are adult partner and Webelos Scout events, under the direction of the Webelos leader. Obviously, it is desirable to have each boy under the supervision of his own adult partner. The main point is that every boy should be under the supervision of a responsible adult. Let all adult partners get involved in the planning of the trip or overnighter and give them definite real responsibility. During the planning meeting have a positive attitude. These adult partners are expected to be part of the activity.

The dictionary defines Scouting as "exploring an area so to obtain knowledge." The key letters to remember in the word Scout are **OUT**, as in outdoors. In order to go scouting you must go outdoors. In this section we will examine the proper way to eat, sleep, dress and make ourselves at home in the great outdoors.

Den Meetings

Two things can be accomplished at Den meetings — Planning and Preparation. There are many planning guides available to Webelos Den Leaders.

Equipment And Tents

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1. Explain the plans for the overnight campout and distribute a personal equipment checklist to each boy-adult team. Review the checklist and discuss plans for obtaining tentage.
2. Have instruction and practice in pitching the tents you will use. Also have practice in making a ground bed.
3. Ask the den chief to lead practice in tying knots needed for the campout.
4. Review the outdoor code.

Tent Hints

- Each tent should have its own bag and should be labeled.
- Never pull a stake out by pulling on the grommet or canvas.
- Never leave a stake in the ground without a rope.
- If tents must be packed wet, be sure to set them up to dry out as soon as possible.
- Loosen ropes when canvas is wet so that the canvas won't tear while drying.
- Waterproofing solutions are available through Sears, Army Surplus, and other distributors of tents and awnings.
- Use a ground cloth under your tent, but be sure to tuck all the edges, all the way under the tent's floor.

Fire Building

1. Practice fire lays for cooking and council fires. Stress safety in preparing fire sites, lighting, and putting out fires. Use the same type fuel (wood or Charcoal) that you will use for cooking fires on the campout.
2. Discuss the menu for the campout and show how to prepare the food.
3. When fires are ready, end with a marshmallow roast.

Campout Checklist

Departure and Arrival

- From what point do you leave?
- How long will it take to travel to the camp site?
- When will we return?

Campsite

- Have you filled out a local tour permit? (At least two week before departure)
- Are reservations or other permits required?
- Does the campsite lend itself to conservation service project?
- Is firewood available or do we need to bring it from home?
- Is the water supply safe or do we need to bring our own?

Transportation

- Do we have enough cars and qualified drivers to carry boys, adults and equipment?
- What about car pooling?
- What about public transportation?

Participation

- Is there an adult to accompany every boy?
- Are any substitutes adults needed?
- Is the den chief coming? Was he involved in the planning?
- Will anyone from the troop be there?

Equipment

- **Do the** boys and adults know what to bring?

- Who will bring bow saws for cutting wood?
- Who will bring the first aid kit?

Meal Preparation

- Have we planned a simple menu? Hearty ingredients?
- How many meals? Which ones? Snacks?
- Are there utensils to match the menus?
- What about eating utensils? Paper plates and cups for easy disposal?

Activities

- Games? What kind? Who will lead them?
- Campfire? Who is responsible for what? Hikes? Swimming? Fishing? Boating? Who?

Suggested Equipment Check List

- Pack or bag for clothes
- Clothing changes: underwear, shirts, pants, (1 pair per day), socks (2 pair per day)
- Sweater or jacket
- Poncho or raincoat
- Knife, fork and spoon
- Mess kit (plastic or metal)
- Toilet kit (soap, toothbrush & paste, comb, towel)
- Sleeping bag or two blankets
- Ground cloth
- Flashlight
- Extra batteries
- Insect repellent
- Canteen
- Shoes suitable for the program

Pack Meeting

In Boy Scouts the boy who keeps records, narratives and pictures of scouting activities is the troop Historian. For your overnight campouts try to get one of the boys to bring a camera (with his parents permission) and serve as historian. Have him mount his pictures on a display board and tell all the details of your outing at the next pack meeting.

Game

Knot Easy

Divide into two teams. Give each team captain a 12 in. length of clothesline rope. At signal, the captain ties a double knot in the rope and passes it to the next in line. The second person unties the knot and passes it to the third person, and so on down the line. The first team to finish wins.

Tie Slide

The Frayed Knot Slide

The Frayed Knot Slide is made to immortalize a great story.

There was a hungry piece of rope. He wandered into a small cafe and sat down at a corner table. The head waiter came to the table and said, "Hey ! Aren't you a piece of rope? We don't serve rope here!" He quickly escorted out friend out of the door and onto the curb. Not to be put off, our hero unraveled an inch or so and strolled back into the same cafe. Again the head waiter came over. "Aren't you

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that same piece of rope I just threw out of here?" he asked. "Oh no!," said our friend. "I'm a Frayed Knot!" (afraid not)



Materials:

Several feet of Multi-Colored, single strand wire

1. Gather the wire. Check with the phone company or an electronics repair shop.

2. Put four or five colors together in a tight band. Make a loop and twist the ends. The loop should be about an inch wide. Twist the ends tightly, as this will hold the loop tight.

3. With the remaining ends, make a jumble of colors. Try wrapping the wires around pencils and then pulling out the pencils. Try anything, just make a large mess about the size of a golf ball.

4. Remember to instruct the boys on the story of the Frayed Knot so that when someone asks about their slide they will be prepared to tell the story.

How to Make a Compass

Make a home made compass and compare its accuracy to a real one . Explain how a compass works.

Materials:

Bowl of water
Magnet
Large Needle
Cork

1. To magnetize the needle, rub the magnet down the needle 50-60 times. Always rub in the same direction.
2. Put the needle in the cork and place it in the water.
3. Which way does it point? Turn the cork the other direction. What happens?

Handyman Heart of American

Suggested Den Activities

- Wash a car
- Show how to check oil level
- Check tire air pressure
- Show where and how to add oil
- Demonstrate how to change a tail light bulb
- Show safety measures for lawn mowing.
- Build sawhorses, show their use.
- Build a small step
- Lubricate chain and crank on a bicycle
- Show proper way to check & inflate bicycle tires.
- Show how to adjust bicycle saddle, handlebars & brakes.

GAME

Handyman Scavenger Hut

Heart of America Council

The Handyman badge requires the boys to begin learning about simple home repairs.

Remember that though these activities may seem simple to you, it may be the first time on of your Webelos has been exposed to changing a tire or learning about tools and how to use them. Be careful not to criticize and lose patience if the boys seem clumsy with a screw driver or wrench. They will learn greatly from your patience and will be so proud of what they've accomplished in earning this badge.

Den Activities

1. Arrange for a local mechanic to visit your den or visit his garage, perhaps he can show your den the safe way to change a tire, light bulb and to check the oil and transmission fluid.
2. Check the garage or storage shed in your house to ascertain if the tools or implements are properly and safely stored.
3. Check with the local police department to see if they have a program called "Operation Identification", or a program similar to this and find out how to mark bicycles and valuables in your home for identification.

Pack Meeting

Bring tools to display. Have the boys name them, and tell how they are used.

In a boy's home or meeting place, hunt for the following items or create your own list. Boys should be accompanied by a leader or parent. They should not gather the items but instead, have the boys write down the location of each.

Here is a sample:

Pruning shears
Lawn mower
Oil can
Pliers
Nails
Air pump
Window cleaning solution
Old newspapers
Tire pressure gauge
Tire changing tool
Edge trimmer
Gasoline can
File
Hammer
Screwdriver
Tire tube
Old rags
Aluminum cans
Crescent wrench
Auto jack and stand

After the locations for these tools are recorded, go over the list and see if any of the items are not stored in the proper

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locations. For example, are the old rags stored on top or next to the gas can in a closed cabinet? Are the pruning shears laying on the floor where young children may be able to “play” with them? Also check the tools for cleanliness and sharpness. These factors influence their serviceability.

Web Sites

<http://www.caveofmagic.com/aboutus1.htm>

<http://magic.about.com/library/tricks/bltrickmenu.htm>