



# BALOO'S BUGLE



Volume 11, Number 12

July 2005 Cub Scout Roundtable

August 2005 Cub Scout Theme

## CAMPFIRE TALES AND TRADITIONS

Tiger Cub Activities

Webelos Naturalist & Forester

### FOCUS

*Cub Scout Roundtable Leaders' Guide*

**Sing around the campfire** as the summer season is on the wane. Every den can get involved. Cub Scouts are assigned different parts of the pack's campfire program. Use the Campfire Program Planner from the *Cub Scout Leader Book* to help. This is a great opportunity to recruit new Cub Scouts!!

### CORE VALUES

*Cub Scout Roundtable Leaders' Guide*

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

- ✓ **Spiritual Growth**, The awe and wonder reveal a higher power. Allow quiet time for reflection and spiritual growth.
- ✓ **Friendly Service**, Each Cub Scout should learn the Outdoor Code and do a friendly service project. Leave outdoor areas better than you found them so that others can enjoy them, too.
- ✓ **Fun and Adventure**, Outdoor camping is filled with fun! This is a time for outdoor games at the pack level – get the whole family involved! Packs can sponsor nature walks or scavenger hunts. So much to do!

**The core value highlighted this month is:**

- ✓ **Faith**, The Great Outdoors is a great inspiration. Have a Scouts Own Service.

**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

Well I am back from my annual Scouting fix – a trip to Philmont. This year I participated in “Strictly for Cubmasters” at the Philmont Training Center. Steve from South Carolina (who is an engineer at a nuclear power plant like me) and Diane from Wisconsin, were great course facilitators. Thank you. And thanks to everyone in the course – Bill A (Granddad who is Cubmaster for his Grandsons and had his 1951 uniform there for us all to see), Dianne, Bob, Chip, Karyn, Mike, Pete, Tracy, Dave K, Jennifer (my Den Leader for the week!), Pat, Bill O., Steve,

David W. and John – for being great classmates and sharing so many ideas.

This issue marks the end of the year. Next month will be Volume 12, Number 1. This is the last theme in the 2004-2005 CS Program helps and the 2004-2005 CS RT Planning Guide. August 10 will be my first RT of the 2005-2006 Program Year. I purchased my new CS RT Planning Guide directly from a member of the National Committee while out taking “Strictly for Cubmasters” at the Philmont Training Center. She said the books were rushed to Philmont for the course she was teaching and would be shipped out to councils across the country very soon. They are later than usual because of changes to the RT format for 2005-2006. See section on CS Roundtables in next month's Baloo. I have taken four Cub Scout courses at PTC and have had Diane's teach three of them – one from Texas, one from North Dakota and now one from Wisconsin.

During the week, my daughter was one of three Group leaders for the 19 boys in the 11 year old Trailblazers family group. Mr. Bean, Micah and Darby did a great job from what I heard from parents in my class and in the Dining Hall. I still say Philmont Training Center is the greatest place for a family vacation where everyone has fun!! PTC has a new promo CD for 2006. Get a hold of it and check it out. Maybe have your RT Commissioner to show it at a RT for the Training Topic!! Call or write PTC if you can't locate one.

**A big HEAP HOW to Julie Byler of the San Gabriel Valley Council.** A Scouter who attended the Super Hero Pow Wow for San Gabriel Valley, Long Beach Area and Verdugo Hills Councils sent me one of their Pow Wow CDs. It has great material. A lot of it is very fresh (new). It turns out Julie was their Pow Wow Chair this year and insisted upon a lot of fresh (new) material. And being a good Scouter she led by example and prepared a lot of fresh (new) material herself. This month Julie and I swapped E-mails and I was able to compliment her on her work. (*One of the drawbacks to doing Baloo is you see a lot of stuff, and read a lot of names but very seldom do you actually get to communicate with anyone about their work.*) And she said I could post her name with the material. That it would make her feel like a published author. I do like giving credit to Scouters who prepare the material I use but I never post a name with specific permission to do so. *But, sorry to say, Julie's name is not in this issue. She didn't have material in the August Chapter but I am sure you will be seeing her*

name again in an upcoming month. Thank you Julie and your Pow Wow Staff for a great job!! Please tell me when your next Pow Wow is so I'll know when I can get a new CD!!

Are you ready for your Pack's Annual Program Planning Conference?? Do you have your Cub Scout Program Helps book? Has your district run its Program Launch (or whatever you call it) for 2005-2006? This is an important event and should not be missed!!!

**USSSP Moves to New Host**

Thanks to the folks at <http://www.data393.com> for providing hosting for all of the U.S. Scouting Service Project websites. After a month long period of being offline with a failed server, we were able to resume operations only to find that our hosting arrangement was about to expire. Thanks to Data393, we now have a home.

**Months with similar themes to  
Campfire Tales and Traditions**

*Voyageur Area Council*

August	1984	Campfire Yarns
August	1993	Campfire Yarns
October	2003	Once Upon A Time...
August	2001	Summer Songfest
February	2002	Our Native Peoples
May	2002	Critters, Cubs & Campfires

**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](mailto:bobwhitejonz@juno.com) or through the link to write Baloo on [www.ussscouts.org](http://www.ussscouts.org). CD*

**August Theme Prayer  
Spirit of the Campfire**

*Cub Scout Roundtable Planning Guide*

Kneel always when you light a fire,  
Kneel reverently and thankful be,  
For unfailing good and charity.  
Tall trees that reach the sky,  
Mountains and lakes nearby;  
Draw near my friends,  
Come sing, my friends, our campfire time is nigh.  
The fire is lit, come lift your voice;  
Let song and skit beguile the hours;  
The fire is lit, so let's rejoice,  
Our hearts are full, the night is ours. **AMEN**

*One note on the prayers from the CS RT Planning Guide. They are usually adult oriented prayers. They are intended for the RT audience. The prayer in the CS Program Helps is intended for your Pack Meeting. But if you like one of these, don't hesitate to modify it so it works for the youth and adults at your pack meeting. CD*

**Opening Prayer**

Oh Great Spirit, under whose sky we meet, let us remember we are not alone here tonight and all your creatures are our

brothers. Let us be gentle to our earth mother and take care of our world. Amen.

**To Teach and Touch**

*Bobwhite Jonz*

Years ago I attended a week-long Boy Scout Leader training at Snow Canyon State Park in the southwestern corner of Utah. One evening at the conclusion of a rousing campfire program the training staff carried a large Park Service American flag out of the darkness. The flag was carried into the campfire circle and held high above the fire. After a flag retirement ceremony was read, the flag was slowly lowered until the cloth began to steam from the heat. At the instant that the center of the large flag burst into flames, the staff folded it in on itself and it was immediately consumed without seeming to ever fall to the ground.

After the ceremony the staff disappeared again into the darkness of the night. Those of us who had experienced this ceremony sat in stunned silence for forty-five minutes until we came to the realization that the ceremony was over. Campfires are a time to teach and touch. Don't miss the opportunity to do both.

**NATURE**

*E. B. Browning.*

The little cares that fretted me,  
I lost them yesterday  
Among the fields above the sea,  
Among the minds at play;  
Among the lowing of the herds,  
The rustling of the trees,  
Among the singing of the birds,  
The humming or the bees,  
The foolish fears of what may happen,  
I cast them all way,  
Among the clover-scented grass,  
Among the new mown hay.  
Among the husking of he corn  
Where drowsy poppies nod,  
Where ill thoughts die and good are born  
Out in the field with God.

**THE CAMPFIRE**

*R. L. Stevenson.*

Did you ever watch the campfire  
When the moon had fallen low,  
And the ashes start to whiten  
Round the embers' crimson glow,  
When the night sounds all around you  
Making silence doubly sweet,  
That the spell may be complete?  
Tell me, were you ever nearer  
To the land of heart's desire,  
With your face turned toward the fire?

**SEEING THE GOOD IN THINGS**

A Japanese fable tells of an ancient prophet who every morning left his village and went into the mountains where he would study nature and God and learn of the laws, and each evening he would come home and teach his fellow villagers the things he had learned that day. One time as he was about to leave, one of this listeners came rushing to him and said, "Good Master, won't you bring me a branch of

holly when you return tonight that I may learn more about the secrets which you say it holds?" The prophet answered, "Yes, I will bring you a holly branch." Another stopped him and said, "Won't you bring me a rose like the one you told us of last evening, that I may learn more completely its lesson of beauty of which you spoke?" To him the prophet said, "Yes." A third listener came and said, "Please bring me a lily from the mountains that I may know more the purity of which you spoke last evening."

The good prophet did as he was requested. As he entered the little village that night, he gave his first disciple a branch of holly, to the second a rose, and to the third a white lily. "Oh," cried the first, "my branch has a dead leaf on it." And the second said, "My rose has thorns on it." The third said with disdain, "And this lily has dirt about its roots." The prophet answered, "Let me have your green holly and your red rose and your white lily."

He plucked the dried leaf from the holly, the thorns from the rose, and the dirt from the lily and handed these back unto his would-be disciples saying, "The thing of these beauties of nature which attracted you first shall be yours. I shall keep the rest."

### The Land Of The Storybook

by Robert Louis Stevenson  
Baltimore Area Council

At evening when the lamp is lit,  
Around the fire my parents sit:  
They sit at home and talk and sing,  
And do not play at anything.

Now, with my little gun I crawl,  
All in the dark along the wall,  
And follow 'round the forest track  
Away behind the sofa back.

There in the night, where none can spy,  
All in my hunter's camp I lie,  
And play at books that I have read,  
Till it is time to go to bed.

### Quotations

Santa Clara County Council

The Cubmaster can command rapt attention at any time by telling his Cubs a story, and through it he can convey the lesson he wants to inculcate. – *Lord Robert Baden-Powell*

Storytelling reveals meaning without committing the error of defining it. – *Hannah Arendt*

There have been great societies that did not use the wheel, but there have been no societies that did not tell stories. – *Ursula K. LeGuin*

The tale is often wiser than the teller. – *Susan Fletcher (as Marjan, in Shadow Spinner)*

"Thou shalt not" is soon forgotten, but "Once upon a time" lasts forever." – *Philip Pullman (1996 Carnegie Medal acceptance speech)*

And a few from last month's Theme – "Play Ball"

Play the game – don't look on. – *Lord Robert Baden-Powell*

Kids are always chasing rainbows, but baseball is a world where you can catch them. – *Johnny (Double No Hit)*

*Vander Meer, Reds pitcher 1937-49 (The only pitcher ever to throw consecutive no-hitters)*

### A Cub Scout Prayer

San Gabriel, Verdugo Hills & Long Beach Area Councils  
Oh Lord, that I will do my best  
I come to thee in prayer.  
Help me help others every day  
And teach me to be square.  
To honor Mother, Father  
And obey the Cub laws, too.  
And this I ask, that I may be  
A loyal Cub Scout true.

### Graces

San Gabriel, Verdugo Hills & Long Beach Area Councils

### Johnny Appleseed Prayer

*This grace is usually sung*

The Lord is good to me  
And so I thank the Lord  
For giving me  
The things I need  
The sun, the rain and the apple seed.  
The Lord is good to me.

### Bless Us, O'Lord

Bless us, O'Lord, for these Thy gifts  
Which we are about to receive  
and supply the wants of others.

### Thou Art Great

Thou art great and Thou art good,  
And we thank Thee for this food.  
By Thy hand must all be fed,  
And we thank Thee for this bread.

## TRAINING TIP

### Storytelling

*Bill Smith, the Roundtable Guy*

**A campfire is a great way to close the summer and begin the fall. How about telling a few tall tales, songfest, folklore, and Native American lore?**

A circle of expectant faces offers another opening for a touch of magic, and for the exercise of minds and imaginations when bodies are reasonably tired. A good story not only satisfies this need but provides the opportunity to put over lots of ideas and ideals which are otherwise difficult to convey. *The Cub Scout Leader's Handbook. (UK)*

Lift the latch, turn the knob, and walk in, friends of boys, to the Land of the Story-teller. Here is a land which all friends of boys should learn to know and love. In the following paragraphs we offer you a "map" of the Land of the Story-teller, which will help to guide you and keep you on the trail

### A. Things to determine when selecting the story.

- What is the average age of the group?
- Where will the story-telling take place and at what hour?
- How long may the story last?
- Has the group any marked characteristics?
- If it has, suit the story to these characteristics.
- Have they recently listened to other stories?
- If so, what kind?

How many are expected to be present?  
Is there any objective in view beyond entertainment?  
Will an open fire be available?

#### B. Things to be avoided.

1. Trash of any kind
2. Love stories
3. Divorce, scandal, etc.
4. Disrespect in any form
5. Fear
6. Gruesomeness
7. Femininity
8. Profanity

#### C. Steps in preparation of the story.

- Read the story over for general plot, getting clearly in mind the general scheme and atmosphere.
- Read the story over again, noting the following items:
  - a. Characters
  - b. Places
  - c. Climax
  - d. Special items that appeal to you
  - e. Make notes in your storybook
- Tell the story to yourself. (Not merely a process of memorizing.)
- Lay aside everything else, forget everything else, go before the group and **LIVE THE STORY AS YOU TELL IT. DO NOT READ IT**

#### D. Hints on Story Telling

- The story teller must be completely at ease.
- Use gestures frequently if you are able to.
- The listeners must be at ease.
- Arouse interest by an interesting beginning.
- Create the atmosphere of the story.
- Interpret the characters as an actor would.
- Remember the importance of the voice and its correct usage.
- Suit the speed and pitch of the voice to the action of the story.
- Dramatization is always impressive if cleverly used and not overdone.
- Make good use of suspense.

*How Book of Cub Scouting (1955 Edition)*

Cub Scouts learn about the "bigger than life" characters in the land of make believe. Fairy tales... folklore... tall tales... or are there any local legends or stories from your area? Add a little local heritage to this theme to bring the "bigger than life" characters to life at your pack meeting. The boys will enjoy a local field trip, research and reliving this piece of local history. How about making up your own? Pack meetings and awards can be built around one or more of these characters -- Pecos Bill in the west, Paul Revere in the east, Paul Bunyan in the north, or even Mother Goose. Let your imagination fly.

Think of an appropriate costume to wear for story telling: an eye patch for a pirate story or a worn denim jacket for a story about the Yukon gold rush. It helps set the mood and provides a jumping off point for the boy's imagination.

Make your story interactive. At a dramatic point, ask your audience "What do you think happened then?" Or, "Who

can help our hero now?" Audience participation stories like the ones in *Group Meeting Sparklers* involve the whole pack.

*There are some sample classic campfire stories under a Stories section that has been added to Audience Participations for this month. CD*

#### Some Books and Authors that Cub Scout Leaders might find useful:

- **Art of the Story-Teller**, Marie L. Shedlock. Available on EBooks at: [www.gutenberg.org](http://www.gutenberg.org)
- **Rootabaga Stories**, Carl Sandburg. Good for Tigers.
- **Cowboys, Cowboys, Cowboys**, and other triple anthologies on Dogs, Pirates, Space, Indians and Fun edited by Phyllis Fenner.
- **The Children of Odin**, and other books on Greek and Norse Mythology by Padric Colum

#### Some Internet Sites:

- **Campfire Stories for Boy Scouts**  
<http://www.boyscouttrail.com/boy-scouts/Boy-scout-stories.asp>
- **The Inquiry Net**  
[http://www.inquiry.net/outdoor/campfire/helps/story\\_tell.htm](http://www.inquiry.net/outdoor/campfire/helps/story_tell.htm)
- **Native American Lore**  
<http://www.ilhawaii.net/~stony/loreindx.html>
- **Tim Sheppard's Storytelling Resources for Storytellers**  
<http://www.timsheppard.co.uk/story/index.html>
- **Stories and Skits for Cub Scout Meetings.**  
<http://wtsmith.com/rt/stories.html>

*Be sure to check out the website list in the back of Baloo for more story and storytelling links! CD*

#### *A note from Commissioner Dave –*

I really like "Campfire Stories – Things That Go Bump in the Night," by William Forgey, M.D. ICS Books Inc, Merrillville, IN. Available from [www.scoutingbooks.com](http://www.scoutingbooks.com). The book promises that the stories are set up so that no one will be knocking on your tent at 2 AM too scared to sleep. It, also, provides an outline of each story to help you in learning it and many good storytelling hints, such as, "Don't get hung up on details. ... If you forget a name, start calling the character by what he is the prospector, the older brother, ..." My favorite story is the "The Valley of the Blue Mist."

*And - don't forget – last month's issue had tips on Leading Songs – another vital element of your Campfire. CD*



*Here's some more information on Storytelling from  
Baltimore Area Council's Pow Wow book –*

### **Storytelling**

*Baltimore Area Council*

Have you ever been so carried away by a story that you did not want it to end? Do you remember your mother or father reading stories aloud to you and your siblings? Do you remember the feelings that listening to stories evoked in you. Have you ever been more excited, more frightened, or more enthralled by television or movies than you were by a story that was read or told to you? The fact of the matter is that today's storytellers enter our lives and our children's lives through television or the movies more frequently and for longer periods of time than from any other source. Reading and listening to stories simply are not done as a natural part of most Cub Scout's day. Reading is assigned by teachers. Reading is not frequently seen as an activity that adults engage in voluntarily. We too are prone to settle down in front of the electronic storytellers. The oral tradition is not well tended in our culture. But is there any doubt in your mind that stories read or remembered are as important or as powerful as the best that Hollywood and our Networks can produce? Have your children ever asked you to tell them about "The good old days?" Every event in our lives that we relate to others is essentially a story. We tell and use stories all the time. The questions are: "Why, where, when and how do we introduce our Cub Scouts to the storyteller's art?"

#### **Why?**

To understand these questions, we begin by asking why storytelling should be part of your Cub Scout Program. Why should we tell stories to boys? First, stories are fun. Through stories we can learn about people, animals, places and events. Some stories are true and some are not. We can learn about fact and fiction and their distinctions. Stories can make us laugh, or cry. They can make us gasp and even scream. Stories fire our imaginations. Stories help us create our own pictures and through stories we can teach important lessons without being "an adult." Stories tell us how to behave. They tell us what is good. They tell us about the way the world works. Even some of the greatest religious lessons in the various faiths of the world are taught as stories or parables.

#### **When?**

Stories serve us in various ways as leaders. They can help us develop our program by introducing monthly themes, explaining games or focusing on new skills in craft work. Stories can keep a group together when you sit down to rest on a hike. Stories can teach lessons and change the pace of activities. A leader can always find a place for a story at a Den meeting, a Pack meeting, at a campfire or just about anywhere. The problem that most leaders have is that they are not prepared with story material when the moment

suddenly appears. This means that most of us must simply plan to use stories and then spend some time finding them and preparing them \*

#### **How?**

Most of us have seen and heard a storyteller that is so good that they do not use notes, scripts or books. They have memorized their stories. We think that we have to be like them. We do not have to memorize stories to use them effectively. What makes a story effective is having the right story for the right moment, and then being able to convey the story in a way that draws the audience into the story. A well-rehearsed reading is every bit as effective as a memorized story.

As storytellers, our job is to have selected our story and prepared it. Preparation is simply the process of becoming familiar with a story. Stories have various characters and the characters have voices. But we do not have to be talented actors to create the voices of characters. All we need to do is find the emotional tone of the voice and the message it conveys. We find these by reading the story several times. Practice should be out loud. After all, we are going to tell the stories to others out loud. So, that is the way we should rehearse them. Everyone feels a little self-conscious reading to an empty room, but it's O.K. If you have a dog or a cat, they may actually come in to listen to you read.

As you read aloud, listen to the story for pauses, for changes in pace, etc. As the story gets exciting, read faster and as it quiets down, quiet your own voice. You will find the "voice" of the story after you are familiar with it.

Experienced tellers find that the more familiar a story is, the more they can develop the characters, the setting and the action and the less important it is to make the story exactly the same each time. A word for word reading is not as important as an idea for idea reading.

If you will be telling several stories in one sitting, use your longest story first. Follow the long story with something short or funny and different in tone and direction than your first story. Your audience needs to have a sense that you are moving along. With young Cub Scouts about all one can expect is 20-25 minutes of attentiveness. Always over plan your presentation so that if your audience asks you for one more, you have one more to tell, but listen to the people in your audience who applaud when you stop.

#### **Sources:**

The easiest place to find stories is your library. The local children's librarian is the storytellers best resource. What you need to decide before visiting the library is what kind of stories you are looking for. The librarian in the children's room or the junior high area is likely to be your best resource. However, remember to use the card catalogue or whatever system your library uses for listing titles, authors and subjects. Look up "stories" in the subject catalogue.

Also look up folklore, myths mysteries, fables, legends and tales. If you are looking for a particular theme, look that theme up in the card catalogue as well. You never know until you look. Remember to consider poetry. Narrative Poems such as "Paul Revere's Ride," "Casey at the Bat", or the "Cremation of Sam McGee" are wonderful stories.

Another wonderful source of stories is literature for boys. Reading chapters from the Hardy Boys or other adventure and mystery series can be an interesting part of your meetings. The Harry Potter books will be sure to captivate them, even if they have already heard or read them themselves. If the story is good, the boys will be disappointed when you put the book down and tell them it is time to do something else.

Remember that every people and every culture have their own stories. Your sources are not limited to just American stories. There are enchanting legends from the Aborigines of Australia, the Pacific island cultures, China, Japan, India, the various cultures of Africa, and various religions have special stories associated with them. Stories can take you anywhere at any time.

One important element that works well in drawing Cub Scouts into a story is repetition and audience participation. When the audience has a part to play in your story, they are drawn into the characters and events more readily. Most of us are familiar with Group Meeting Sparklers. This volume is full of material that requires audience response and participation. The "Sparklers" lesson is a good one.

Just a quick caution about scary stories. Adults and older children like scary stories. But younger boys and girls have very vivid imaginations. Do you think the artist of the newspaper cartoon Calvin and Hobbes understands the imagination of a Cub Scout aged boy? How many of our laughs at Calvin and his imagination are based on things that Calvin finds scary, that we can all identify with? Scary stories have a time and place, especially at a campfire with older boys, but perhaps not in the Wolf and Bear Years and maybe not in the first year of the Webelos Program. Be very careful with scary stories and know your audience especially well. With younger children, never close with a scary story. Always close with a happy and up-beat one.

Finally, be on the lookout for storytelling festivals. Often through the National Endowment for the Arts and other organizations States have developed storytelling festivals. Local Storytelling groups may meet regularly in your town or in towns or cities near you. Local newspapers may list information about storytelling events near you.

## PACK ADMIN HELPS

### The Pack Meeting

*Cradle of Liberty Council*

#### Reasons for having a Pack meeting

- ✓ To give the dens something to look forward to.
- ✓ To get parents involved in their son's work.
- ✓ To recognize through ceremonies both boys and leaders
- ✓ To give boys a chance to show off their accomplishments.

#### Pack Meeting Room Arrangement

- ✓ Most popular "U" shape with dens sitting in marked assigned groups
- ✓ Table up front with stand up display or something to attract attention.
- ✓ Flag stand for flag ceremony
- ✓ Den advancement charts

- ✓ Move arrangement around once in a while to make interesting

#### Planning the Pack Meeting

- ✓ Always use the suggested outline for planning the pack meeting found in the CS Leaders Book
- ✓ **Always keep your Pack Meetings between an Hour and an Hour and a quarter**
- ✓ Always plan you pack meeting well in advance. The committee meeting is an ideal time.
- ✓ Plan the dates of the pack meetings at the annual planning conference. Plan a few special Pack Meetings – Blue & Gold, Campfire..

#### Assigning the work

- ✓ The Cubmaster is the program director and he should be assigning jobs and presentations to take place during the pack meeting.
- ✓ The Cubmaster is the emcee, but many other leaders and boys should be assisting in making presentations.
- ✓ Pack committee should plan on who is going to welcome parents and Scouts and plan for the overall group participation.
- ✓ Den Chiefs are also a useful resource for pack meetings.

#### Refreshments

- ✓ Make it simple. Cup cakes and juice work fine. The more complicated your refreshments become, the more people it will take to pull it off...drawing precious resources away from the important things like advancements and recognition.

#### Results

- ✓ The Pack meeting should result in a fun filled, spirited evening that no one wants to miss. Make it fun and creative and everyone will want to come. Make it boring and laborious and no one will

*Drop me a line and let me know where you want help. I'll see what I can find in my resources – written, internet, and most importantly – Scouting Friends!! CD*  
[commissionerdave@comcast.net](mailto:commissionerdave@comcast.net)

## TIGERS

No big Tiger section this month. Just get them out to Day Camp and to enjoying Nature  
 Make sure they sing loud and have a great skit for the campfire!!

## SPECIAL OPPORTUNITY

It's summertime – time to get those Cubs and Webelos **OUTDOORS.** In May 2005, Baloo featured the **Cub Scout Outdoor Award.** This is the one everyone has been waiting for summertime to complete. National put out the requirements last Fall with the stipulation that all work must be completed after September 2004. Once your Cubs have completed their time in Resident Camp or Day Camp, you can finally file your Advancement Form and get your Cubs the Outdoor Awards they have earned. Last month we featured the **Leave No Trace Award.** Keep those Cubbies moving outside!!

**Boys' Life Reading Contest**  
**Enter the 18th Boys' Life Reading Contest Now!**



Write a one-page report titled "The Best Book I Read This Year" and enter it in the *Boys' Life* 2005 "Say Yes to Reading!" contest.

The book can be fiction or nonfiction. But the report has to be in your own words—500 words tops. Enter in one of these three age categories: 8 years old and younger, 9 and 10 years old, or 11 years and older.

First-place winners in each age category will receive a \$100 gift certificate good for any product in the Boy Scouts Official Retail Catalog. Second-place will receive a \$75 gift certificate, and third-place a \$50 certificate.

Everyone who enters will get a free patch like the green one above. (The patch is a temporary insignia, so it can be worn on the Boy Scout uniform shirt. Proudly display it there or anywhere!) In coming years, you'll have the opportunity to earn the other patches.

The contest is open to all *Boys' Life* readers. Be sure to include your name, address, age and grade on the entry. Send your report, along with a business-size, self-addressed, stamped envelope, to:

*Boys' Life* Reading Contest, S306  
 P.O. Box 152079  
 Irving, TX 75015-2079

For more details go to [www.boyslife.org](http://www.boyslife.org)

Entries must be postmarked by Dec. 31, 2005.

**Veterans Recognition**



The Veteran Award is an adult recognition. However, tenure earned as a youth may be included in the total number of years registered.

After 5 years of registered service in the Boy Scouts of America, an adult may, upon application, receive the designation of "Veteran," provided the person agrees to live up to the Scouting obligations; to keep local Scouting authorities in the community in which residing informed as to availability for service; and further, to be as active in the promotion of the cause of Scouting as circumstances and conditions permit. Service in Scouting organizations other

than the Boy Scouts of America does not count toward veteran recognition.

An individual must currently be a registered member of the Boy Scouts of America in order to receive an award.

An adult designated veteran shall pay the regular registration fee if desiring to continue to retain active connection with the movement.

Scouters desiring recognition as 5-, 10-, 15-, 20-, 25-, 30-, 35-, 40-, 45-, 50-, 55-, 60-, 65-, 70-, 75-, or 80-year veterans must have maintained an active registered relationship for the required number of years, paying the annual registration fee. The pin is for civilian wear only.

The records of the national office and local councils shall determine eligibility. The periods of service claimed for veteran recognition need not be continuous.

Application forms are available from your local council either in person or on their website (or Google – "Boy Scouts," "Veterans Award" and you can see .pdf's posted on several council websites. This is a great way to recognize long serving members of your unit or district. Most people do not know this Award is available. **Surprise them!!!**

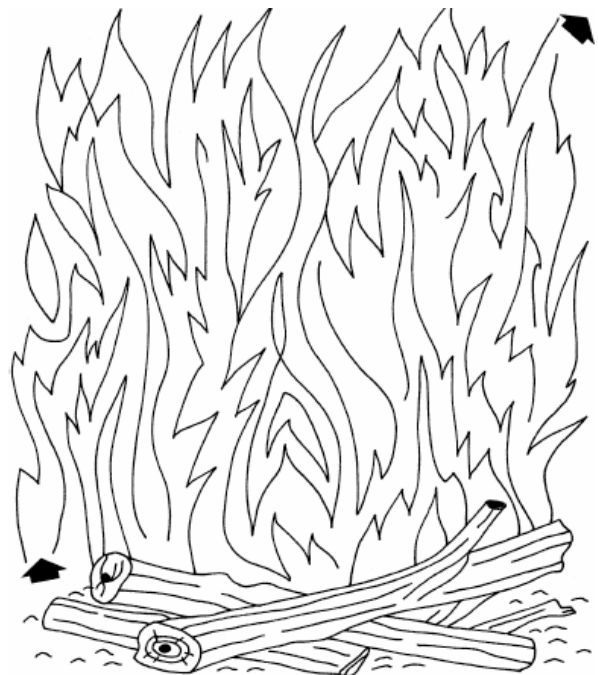
**GATHERING ACTIVITIES**

- NEED TO GET THEM OUTSIDE –**
- GIVE THEM A TENT HAVE THEM SET IT UP**
- RUN THROUGH THE SPRINKLER**
- PLAY CROQUET, TAG, HIDE AND SEEK**
- MAKE KITES AND FLY THEM**

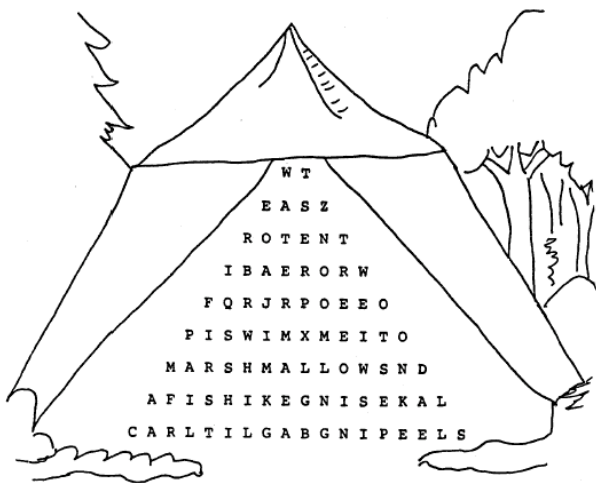
**Campfire Maze**

*Greater St. Louis Area Council*

Find your way out of this campfire maze before it gets too hot!!



**Camping Word Search**  
Baltimore Area Council



Find the CAPITALIZED words from the story in the puzzle.

It's fun to go camping in the summertime. We Pack our CAR and drive to our favorite campsite near a LAKE. FIRST we pitch our TENT and gather WOOD. Someone must get drinking WATER in a PAIL

When our camp is ready, we go for a SWIM or launch our BOAT and try to catch some FISH for dinner. We HIKE in the woods and find a good climbing TREE.

We build a blazing CAMPFIRE and cook dinner in a POT. For dessert there are MARSH MALLOWs to roast. When the sun goes down we light our LANTERN and sit around the warm fire and SING. The MOON and STARS always seem brighter when we're far from town.

Soon it is time for each of us to curl up in a SLEEPING BAG and let the gentle night sounds lull us to sleep.

**Touch and Tell**

Baltimore Area Council

Number 10 brown paper bags from one to ten. Put a familiar article in each bag (preferably an article related to campfires, nature or outdoors) and staple the bag shut. Each boy is given a pencil and paper on which he lists numbers one through ten. He tries to guess what is in each bag by feeling through the paper, and records on his paper his guess. Boy with greatest number of correct answers is winner.

**Find the Words**

Baltimore Area Council

The Leader gives each Cub Scout a pencil and piece of paper and asks him to write as many smaller words as he can find in the word "Camp Fire Traditions". Score one point for each word.

**Historical Objects**

Baltimore Area Council

Our theme this month is "Campfire Tales and Traditions." The twenty objects in the left column are traditionally associated with the fictional and historical figures on the right

Distribute copies to all guests and see how many persons they can identify by the following clues:

**OBJECT**

**PERSON**

- |                          |                        |
|--------------------------|------------------------|
| 1. A rainbow             | George Washington      |
| 2. A kite                | Little Red Riding Hood |
| 3. A glass slipper       | Noah                   |
| 4. An apple              | Samson                 |
| 5. A slingshot           | Ben Franklin           |
| 6. A coat of many colors | William Tell           |
| 7. A wolf                | Cinderella             |
| 8. Long hair             | Joseph                 |
| 9. A hatchet             | Zorro                  |
| 10. A footprint          | David                  |
| 11. A cloak              | Abe Lincoln            |
| 12. A steamboat          | Smokey Bear            |
| 13. A rail fence         | Teddy Roosevelt        |
| 14. Three ships          | Robin Hood             |
| 15. A plum               | Paul Bunyan            |
| 16. A blue ox            | Little Jack Horner     |
| 17. A quarterstaff       | Robert Fulton          |
| 18. A big stick          | Sir Walter Raleigh     |
| 19. A shovel             | Columbus               |
| 20. The letter "Z"       | Robinson Crusoe        |

Answers: 1. Noah, 2. Ben Franklin, 3. Cinderella, 4. William Tell, 5. David, 6. Joseph, 7. Little Red Riding Hood, 8. Samson, 9. George Washington, 10. Robinson Crusoe, 11. Sir Walter Raleigh, 12. Robert Fulton, 13. Abe Lincoln, 14. Columbus, 15. Little Jack Horner, 16. Paul Bunyan, 17. Robin Hood, 18. Teddy Roosevelt, 19. Smokey Bear, 20. Zorro

**Campfire Word Search**

An original creation by a Scouter for

San Gabriel, Verdugo Hills & Long Beach Area Councils

Find the words relating to Campfires in the Word Search. The words can be diagonal, horizontal, vertical or backward.

- |                   |                 |                |
|-------------------|-----------------|----------------|
| <b>Ceremonies</b> | <b>Games</b>    | <b>Spirit</b>  |
| <b>Skits</b>      | <b>Food</b>     | <b>Stories</b> |
| <b>Songs</b>      | <b>Campfire</b> | <b>Logs</b>    |
| <b>Crafts</b>     | <b>Flag</b>     |                |



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

## OPENING CEREMONIES

### Outdoor Ceremonies

*Santa Clara County Council*

Ceremonies are important, even in the outdoors. You need an opening and closing ceremony, and, if this outdoor event is your pack meeting, an advancement ceremony. Consider these points:

- ✓ **WEATHER** – Candles won't stay lit in the wind or the rain; have a "Plan B."
- ✓ **ACOUSTICS** – Wind will carry a voice the wrong way; make sure the speaker can be heard.
- ✓ **NATURAL SURROUNDINGS** – Lakefronts, open areas, grassy parks make great outdoor ceremony sites; make the most of what you have to set up your ceremony.
- ✓ **LENGTH** – Make it short, especially if everyone has to stand.
- ✓ **FLAG** – Insist on respect for the flag, indoors or out; make sure flags are secure; normal flagstands will not stand in the wind.
- ✓ **UNDERSTANDABILITY** – Ceremonies should be meaningful and Cub Scouts should be able to relate to them.

### Campfire Tales Opening

*Baltimore Area Council*

**Personnel:** 7 Cub Scouts.

**Equipment:** Real or fake campfire.

**Setting:** As fire is lighted.

**Cub # 1:** The early cavemen used the fire to protect themselves from wild beasts and to warm their bodies.

**Cub # 2:** In ancient times the Phoenicians used fire on mountaintops or high pillars as beacons for their ships.

**Cub # 3:** The American Indians used fire to hollow logs for their canoes, to fire pottery, and for ceremonial purposes.

**Cub # 4:** The pioneers used fire to forge rims for their wagon wheels. The silhouette of the village smithy against his fire was a common sight in early America.

**Cub # 5:** The cowboys of the old west sat around the campfire with a pot of coffee and beans. Their entertainment was the singing of ballads of the trail, accompanied by guitar or harmonica.

**Cub # 6:** Fire today makes the wheels of commerce and industry run. In essence, fire has put men on the moon.

**Cub # 7:** Fire is the universal symbol of Scout camping. The fellowship around the campfire is one of the most lasting memories in the life of a Scout. In just a few months, our Webelos Scouts will have an opportunity to participate in a Scout campfire. All Cub Scouts have this to look forward to. If every Scout Troop in the world had a campfire such as this tonight, the glow would light the world with a new hope for mankind.

### Campfire Opening

*Santa Clara County Council*

**Props:** Real or artificial campfire, seven candles.

**Personnel:** Narrator and seven Cub Scouts. As each boy reads his part, either he or a leader lights one candle

**Narrator:** Welcome to the Cub Scout campfire. Let us draw from this campfire the secrets of Cub Scouting and the spirit of brotherhood.

**Cub # 1:** In this light we see new chances to be helpful and to do our best.

**Cub # 2:** From its warmth we strengthen the bonds of fellowship and learn how to get along with others.

**Cub # 3:** From the stones that ring the fire and keep its power in check, we learn how we can curb our tempers and become good citizens.

**Cub # 4:** From the smoke that rises out of the fire, we learn to lift our eyes upward and worship God.

**Cub # 5:** The spark that started this fire reminds us that little Good Turns can lead to greater deeds.

**Cub # 6:** Just as the fire needs fuel to burn brightly, so do we need the care and love of our parents to burn brightly.

**Cub # 7:** In its leaping flames, we see the fun of Cub Scouting and the job of life.

### Are You Here?

*Baltimore Area Council*

Ask everyone to bring a flashlight to the Pack campfire. Do this opening, and then light the campfire with a torch.

All lights are out to start. The Cubmaster walks to the center with his flashlight pointing towards his face. "The Cubmaster is here. Is anyone else here?"

Den 1 boys and families turn on their flashlights and illuminate their faces. "Den One is here."

Repeat with the Dens in numerical order, until all flashlights are on.

Well, it looks like we're all here! Let's light the fire and begin!"

**Prisoner of War Flag**

*San Gabriel, Verdugo Hills & Long Beach Area Councils*

**Equipment:** American Flag mounted to a blanket.

**Personnel:** 2 Scouts to hold the flag and 1 reader. (Scouts match actions to the story)

On a summer day in a prison camp during World War II, the prisoners were just completing a talent show when, without any announcement, two soldiers stood up in front of the group holding a rolled up blanket.

They looked around quickly but carefully, in all directions to make sure no guards were watching. Then, holding the blanket high, they let it unroll. Fastened to the inside of the blanket were the beautiful Stars and Stripes of the Flag of the United States of America.

At the time of their surrender, one of the soldiers had taken down the flag and somehow managed to wrap it around his body. Covered by his uniform, it had not been discovered during the inspection of his personal belongings. He had been able to keep it hidden until he had arrived at the prison camp.

As the blanket was unrolled the other prisoners saw the flag, a ripple of wonder and amazement ran through the group, followed by a deep silence that comes only when the heart is too full to permit words to be spoken. With their eyes still gazing upon this beautiful banner, the soldiers rose to their feet and began to sing, softly but with pride. They sang the National Anthem.

Will the audience please rise and join in the signing of the National Anthem.

**Campfire Candle Lighting**

*San Gabriel, Verdugo Hills & Long Beach Area Councils*

**Set Up** – Build your campfire so that it can be easily lit from candles at three places.

**Equipment** – Three candles can be all the same color or use red, white and blue and add meanings of the colors to the ceremony. (e.g. This candle is blue the color that represents Loyalty and it is a symbol of ... ) *Use your imagination*

**Akela:** We will light our campfire tonight with candles that represent the Cub Scouting program.

**Cub # 1:** This candle that represents the Spirit of Scouting and the Cub Scout's promise to do his best.

**Cub # 2:** This light is a symbol of a Cub Scout's promise to do his duty to God and his Country.

**Cub # 3:** This light is the symbol of a Cub Scout's promise to help other people. This light is a symbol of the Cub Scout's promise to obey the Law of the Pack.

*(Scouts now light the campfire with their candles. It may be desired to have adult help for that part)*

**Akela** I now declare the campfire open. Let the ceremonies begin!

**Asst Akela** Ask the pack to stand and repeat the Cub Scout Promise. *(or Den Chief)*

**4 Winds**

*San Gabriel, Verdugo Hills & Long Beach Area Councils*

**Equipment:** Campfire, Indian costume, gourd or rattle

**Setting:** Akela dressed as Chief, approaches unlit campfire. Standing behind it facing the audience, he raises his arms and faces skyward, rattle in one hand.

**To Akela our father, who has granted us many blessings.** *(Shakes rattle once)*

*(Facing the ground and reaching his arms downward)* **To the earth, that gives us harvests.** *(Shakes rattle once)*

*(Facing North – arms slightly raised)* **To the north wind, with its cold breath of winter that teaches us endurance.** *(Shakes rattle once)*

*(Facing East)* **To the East wind, which comes from the land of the rising sun and carries morning light over plains and mountains for us.** *(Shakes rattle once)*

*(Facing South)* **To the South wind, which comes from the land of warm sunshine and gives us courage and hope.** *(Shakes rattle once)*

*(Facing West)* **To the West wind, which comes from the land of tall mountains and provides us with water and game to hunt.** *(Shakes rattle once).*

*(Facing Audience)* **Now that we have called the Great Spirits, we are ready to light our Council/Camp fire....***(Ignite fire either with torch held by Akela or remotely by some trick (e.g. Battery and steel wool hidden in fire.)*

**I now declare this Council Fire open! Let the ceremonies begin!** *(Long rattle).*

**How to Build a Ceremonial (Artificial) Campfire**

*Santa Clara County Council*

***I included these directions, just in case it weathers on the night of your campfire. Please keep your Cubs outside this month. They need the time in the outdoors. CD***

Many of the ceremonies involve a campfire, which makes the ceremony more impressive and memorable. Since building a real campfire indoors is impractical, building an artificial one is the next best thing. Here are some tips for an artificial campfire:

- You can build a hollow log cabin frame on a square of plywood or a hollow teepee style on a disk of plywood.
- Either a single small bulb, 15W max. at the center, or several medium size Xmas tree lights (cool burning) spread around the base are a good start.
- To give your fire a flickering effect, several things can be done; medium size flashing red, yellow and clear Xmas lights with mirror reflectors behind them work well if they aren't all flashing together.
- Hanging \_" wide strips of silver highly reflective Mylar foil inside the cellophane lined framework, and installing a small quiet fan to keep these strips constantly moving is another good approach, especially together with the flashing lights.
- Silver or prismatic reflective Mylar, glued to the plywood base before the lights, fans, etc. are installed will also add diffused lighting.

- Materials for the artificial council fire should be as lightweight, yet as sturdy as possible. The plywood base shouldn't be thicker than 3/8", and no more than 30" in diameter. The logs for either a log cabin or teepee style should be no more than 2", split, and could even be hollowed out. White birch is a favorite for this because it looks so good when the room lights are on, but actually doesn't look as good as darker wood when lit in a dark room. Dry Aspen, Poplar, or Basswood work better.
- Don't forget to use duct tape to tape the power cord to the floor full length in the ceremonial area to avoid tripping and accidental movement of the fire.
- An alternative to the artificial council fire is a candle ring with 12 candles in holders in a 3-foot diameter circle around a 3 ft. high decorated tripod with a candle mounted at the top of each pole. This method is cheaper, and is easier to build, maintain and store than the artificial fire, and can be just as impressive.

## PACK AND DEN ACTIVITIES

### Planning a Campfire

*Commissioner Dave*

Obviously, your big event this month is your Pack Campfire. How do you plan a campfire? Where do you get information? How do I build it and get it to light?

All these are great questions and have been answered many times in the last 100 years.

### Planning Your Campfire

**Step #1** – Print a copy of the BSA's Campfire Planner and find someone who has used it and led a campfire before. The Campfire Planner is available on line from many, many sites. Just do a Google on "BSA Campfire Planner." The form has two sides –

On one side you list all the skits, songs, cheers, stories, gags and other stuff you plan to do

On the other side you put them in the order you plan to do them. Start fast, build up the pace and enthusiasm as the fire builds, then slow things down as the fire wanes.

### Where do you get information?

Baloo's Bugle is good but should not be your main source

**Creative Campfires by Doug Bowen** (Thorne Printing Co) is great. It is the best source I know for a first time (or even experienced) campfire planner. The material is great and to me it all fits current guidelines. It is available from many Scouting oriented and commercial Bookstore web sites. And from fellow Scouters. I must have at least five copies since mine keep walking but usually they eventually find their way home.

The Canyon Campfire Companions work well, also. These were published by a council and are available at Scouting oriented book sites.

Searching at the book store sites for other books will yield legions of material that has been developed over the years.

### How do you build it?

BSA and other have published much info on fire types and fire building. Campfires tend to be traditional log cabin type fires with a teepee on top. The trick comes in trying to have a special way to light the fire.

I wrote Mike, the USScouts webmaster, for where I could find such info on our site and he sent me back about 6 pages of links. So I will tell you, search USScouts for info. Look particularly for Professor Beaver's Firecrafter items. There are some special fire lighting methods outlined there. If you don't find it with us, check out Training Handouts from various Scout courses and then search the web.

#### *Greater St. Louis Area Council*

- ✓ Plan a pack meeting campfire program having the boys invite friends as possible Cub Scout candidates and their families.
- ✓ Hold an evening den meeting to star gaze.
- ✓ Have a marshmallow roast.

### What To Do At Your Campfire

Adapted from: "What To Do!" By Harold Van Buren  
*San Gabriel, Verdugo Hills & Long Beach Area Councils*  
The importance of the campfire as an institution in a summer camp cannot be overlooked. Every facet of the camping program is a factor in making the campfire the central attraction and the greatest experience of camp. The evening, with the darkness falling overhead and the young campers wearing out, tends to make the gathering around the campfire circle the greatest single event in the camp life. It is the time of day when the boys are physically tired from the day's activities. Their minds are receptive and susceptible to the calming influence of a story, entertainment and the hypnotic aspects of the fire itself. The perfect campfire tops off a perfect day in camp.

For the adult in charge of the fire, there must be much thought and planning to make the campfire a success. An unplanned campfire makes for poor results. The campfire **MUST** be planned and in the planning there are many things to take into consideration.

**First** the length of the campfire must be determined. A one-hour campfire is a common period of time. Anything longer than that and the boys tend to get restless and wander. The campfire should be packed full of brisk, continuous events without any pauses or delays which can cause the boys to squirm and be inattentive. There are as many different types of campfires as there are evenings on which to have them. No two campfires will work out the same, and no campfire will work out exactly as planned. **Plan for the unexpected!** **The adult planning the campfire should have his/her program carefully outlined and written on paper and have at least half a dozen little things that can be substituted.** Share the outline with a few key people but don't share it with the audience in order to keep them focused on what is presently happening and not what is coming up.

### The Start

The opening of the campfire is naturally of major importance, since it sets the standard and mood for the rest of the campfire. The opening of the campfire ceremonies should be one of the three following: **Informal, Formal,**

**Ceremonial. Informal** - Involves merely gathering around the fire at a call and starting right in with a certain program.  
**Formal** – Begins with a roll call or a cabin report by counselors.

**Ceremonial** – Follows a stated ritual, which has been worked out and planned carefully in which each member has a roll or part to play. The campfire cannot be a standard. There are many different types of stunts, skits, songs, games, contests etc. that can be incorporated into the campfire. Remember that the longer an “act” takes the less time there is for other boys to participate. You want to have full participation among all campers.

Remember to leave enough time for traditional campfire stories. The campfire story is of extreme importance to the campfire. An original story about anything has appeal. Campfires can also be a time when you can plan the next day’s activities. Because the plans for the next day involve the boys, this time in planning will hold their interest.

**The Close**

The closing of the campfire is even more important than the opening. A quiet, impressive closing is an excellent way in which the boys can prepare for the walk back to camp or the cabins.

For example: The singing of the camp song, the recitation of the closing words and the number of the council fire, the benediction in sign language, the Cub Scout Oath, and then a solemn parade away from the camp fire in single file with tom-toms beating a quiet tread.

**Points To Remember**

1. The campfire is the easiest and most logical place for instilling a healthy camp “spirit”. (Pep squad time)
2. The campfire is the camp’s best place for the adults and youth to teach everything to everyone.
3. The campfire is the best first source for fellowship.
4. The campfire should be the place where inspiration of the highest ideals can be conveyed.

**Paul Bunyan’s Hiking Boot**  
*Baltimore Area Council*



Cut out of plywood (or cardboard). Use picture to create a template of appropriate size.

Have Scouts paint. Attach slide holder to back. (1” long piece of \_ inch PVC pipe) Use yarn for the shoe laces. Paul’s Boot is just one idea. Use any other symbol of any American Folklore. Use the imagination of your boys. They can search for the symbols.

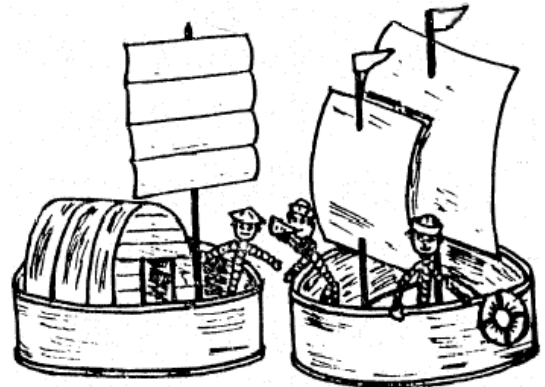
**Campfire Neckerchief Slide**  
*Baltimore Area Council*



**Materials:** Butter tub lids, twist ties, red or orange felt, small twigs, glue

- ✓ Cut out campfire shape from lid,
- ✓ Cut flame from felt.
- ✓ Cut slits for tie to slip through. (Or Glue on PVC pipe piece)
- ✓ Glue on felt and twigs to make campfire.

**Keel Boat Racers**  
*Baltimore Area Council*



Celebrate the Keel Boat race down the Ohio between Davy Crockett and Mike Fink with these Ham Can Boats.

- ✓ Use 3, 5, or 7 pound ham cans (or baked potato aluminum tins).
- ✓ Tape the cut edges.
- ✓ The cans can be painted with enamel or acrylics.
- ✓ Paint cardboard pieces with several coats of enamel to make them water-resistant.
- ✓ To attach each mast, fill a jar lid with plaster of Paris. Insert the bottom of the mast into the plaster and let set.
- ✓ Glue the jar lid inside the boat. Use household cement for all gluing.
- ✓ Make the cabin inside the sampan out of cardboard. A piece 5” X 14” bent to form an arch, makes the roof. Cut pieces of cardboard, with tabs, for the front and back of the cabin.
- ✓ Cut out a door on the front piece.
- ✓ Paint both pieces, bend the tabs, glue inside the roof.
- ✓ For a mast in front of the cabin, use a thin wooden dowel, 14” long. Glue inside the hull.
- ✓ From plastic-coated shelving paper, cut a sail and glue to the mast.
- ✓ Make crew members out of chenille stems (*pipe cleaners, to us old timers CD*) with wooden beads for the heads.

**Twig Name Tag**  
*Baltimore Area Council*



- ✓ Find a small twig about 3” long. Flatten one side of the twig by whittling it with you knife.
- ✓ Cut a small groove long enough to hold a safety pin in the other side of the twig.
- ✓ Write your name in ink (Sharpie?) on the flat side of the twig.

- ✓ Then glue or cement a safety pin to the back
- ✓ Pin it on your uniform shirt over the right pocket flap

**Smokey Bear Tie Slide**  
Baltimore Area Council



**Supplies:** Half a walnut shell, half the cap of an acorn shell, two smallest movable eyes, Smallest black pompon, small square of brown paper bag, glue, plaster or putty filler, and a vinyl strip, pop ring, PVC tube, or some other means to make the slide

Fill the walnut shell with plaster and attach whatever you are using for the slide. Cut round circle out of brown paper bag whose diameter is more than the width of the walnut shell. Fold circle in half and glue. With the point of the walnut shell facing down, glue the brown paper bag circle to the top and the acorn half a cap on top of the bag. This makes the hat. Glue eyes in place along with the pompon for the nose. Draw the mouth lines on with a permanent marker. (Smokey Bear is 60 years old this year! Check out [www.smokeybear.com](http://www.smokeybear.com) )

*And yes, his real name is Smokey Bear. The word "the" was added when the song was written in 1952 because they needed another syllable*

([http://www.smokeybear.com/vault/name\\_main.asp](http://www.smokeybear.com/vault/name_main.asp) )

**Campfire Slide-**  
Greater St. Louis Area Council



**Materials:**

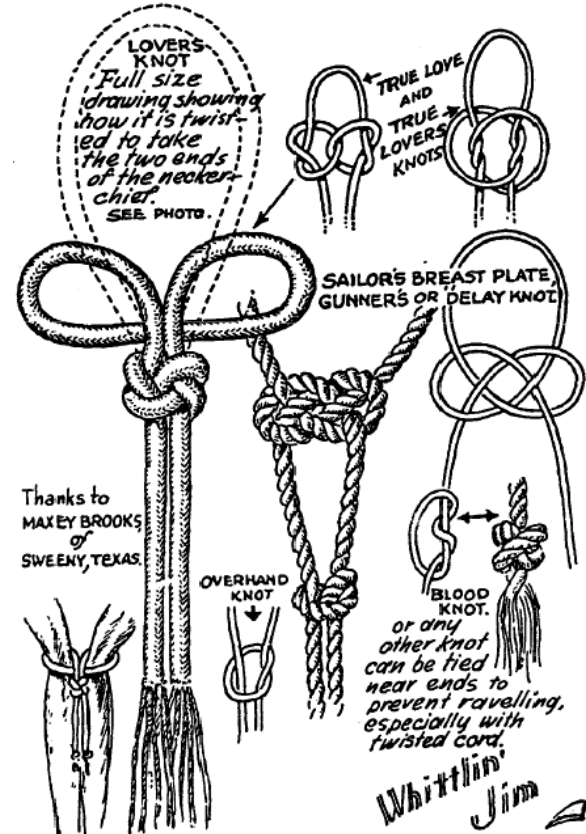
- 1 \_-inch disk
- \_-inch PVC slide ring
- Thin twigs
- Red & yellow crepe paper and cellophane
- Hot glue
- Scissors

**Directions:**

1. Break twigs into small lengths (no longer than 1\_ inches) About 10 will be enough.
2. Cut paper/cellophane into small pieces and crumple into \_-inch ball (Have both colors crumpled together)

3. Using hot glue, mount the paper/cellophane ball onto the center of the disk.
4. "Build" a teepee fire around the ball of paper/cellophane, as shown in the picture.

**Traditional Emergency Neckerchief Slide**  
Baltimore Area Council



5. Use hot glue to set the twigs permanently in place.
6. Mount the slide ring to back of disk using hot glue.

**Camp Sit-upon**

Greater St. Louis Area Council



Make your own sit-upon to use at camp or at sporting events. Adult supervision recommended on this project.

*This is not the traditional sit upon made from newspapers that Girl Scouts have been making for years. CD*

**Materials:**

- 2 pieces of square fabric or 2 large bandannas
- Iron-on vinyl
- Iron
- Scissors
- Sewing machine and thread
- Straight pins
- Old pillow or stuffing
- Thin cording
- Hard surface to use for ironing

**Directions:**

- Following the instructions on the package, attach the iron-on vinyl to the right (outside, correct) sides of the fabric or large bandanas.
- Pin three sides of the two pieces of fabric together. Place the right (correct, outsides) of the fabric together on the inside.
- For the handle, cut a piece of the thin cord and tie a knot in each end.
- Pin the handle on the inside of the two pieces you just pinned together so that when you turn the fabric, the handle will be on the outside.
- Sew the two pieces together leaving space to turn and stuff. (Sew three sides and part of the fourth)
- Turn the fabric right (outside, correct) side out and stuff with newspapers, old pillow stuffing or other soft material.
- Sew the rest of sit-upon together. (*Great Salt Lake Council suggests using Velcro for the fourth side. It is easier and will allow for replacement of the stuffing.*)
- Take to camp and enjoy!

**Birch Bark Canoe**

*Greater St. Louis Area Council*

Make a miniature canoe that really floats. I learned this craft from our guide camp. It is fast and easy and is a great recyclable project. Parental supervision is recommended.

**Materials:**

- Birch bark
- Glue (Elmer's glue is fine but a glue gun works better and you will not have to hold the ends together while they dry.)
- Scissors

**Directions:**

- Cut a strip of bark that is about 3" (8cm) wide and about 5" (13cm) in length. Use the bark off an birch tree that is no longer alive. *You can also make a canoe from paper, but it won't be waterproof.*
- Cut ends to resemble a V. Make the V about 1/2" (1cm) deep.
- Fold the bark in half lengthwise.
- On each end, overlap the bark remaining after cutting out the V. Overlap them until the top edges are even and you have a canoe shape.
- Glue the ends together.
- After the glue dries, put the canoe in water and see it float!

## AUDIENCE PARTICIPATIONS

**Pioneer Trip**

*Baltimore Area Council*

Cubmaster tells the story and at the blank spots, throws a piece of wrapped candy into the audience. The person who

catches it must fill in a word of an item the pioneers would have with them.

*Or you could turn this into a Mad-Lib by listing the parts of speech for the various blanks (noun, verb, ...) and getting people to name things before you read the story, then filling in each blank with the next word on the list.*

Nowadays if your family moves, you put your things in one large truck, and are settled in your new home within days. But do you ever wonder about the pioneers? This is a story about a pioneer family who moved from (place) in the East to a new (place) out West.

In order to carry all their things, Father Dan bought a (noun) to pull a (noun) with the family belongings in it. Mother Sue needed to take her (noun), and her (noun), and the (noun), which she would need to cook their meals. They would need a (noun) to cut wood as they blazed the trail to their new home. It was also very important that the family take a (noun) to go hunting with. Tommy could help by (-ing verb) the goats along the way.

At the new farm, Sally would help her mother plant (noun) in the garden. But first she needed a (noun) to dig the ground and prepare it for the seeds. Mother Sue probably used a (noun) to cook their meals along the trail. At night the family enjoyed sitting around a (noun), telling stories. Sometimes they saw (noun) up in the sky. When they arrived out West after a long (noun), they met (person), who helped them build a new (noun). This was where they lived their first winter. Spring arrived and (noun) grew wild in the fields, and the family prospered. They did not mind the (noun) because they were happy, and knew the West had plenty of (noun) for everyone. The End.

**A Scouting Story**

*Baltimore Area Council*

Divide audience into three groups. Assign each group one of the responses. Practice as you make assignments.

**HISTORY:** "Way back then"

**SCOUT:** "Be prepared"

**CUB SCOUT:** "Do your best"

This is a story that you won't find in a HISTORY book, but no doubt it will bring back memories to many of you who have had a similar experience. The story is about a CUB SCOUT named Johnny and his first experience with hiking and camping. This is how it all started. It was approaching the birthday of SCOUTING, which is celebrated in February every year, and Johnny CUB SCOUT'S Den leader had read to the boys a story about the HISTORY of SCOUTING and how it all got started.

Johnny could hardly wait until he was old enough to be a SCOUT, so he asked his mother if he could plan a day of hiking around the neighborhood and park and a night of camping in their backyard with some of his friends. Mom consented so Johnny CUB SCOUT called his friends and they planned it for the next weekend.

When the day arrived, Johnny was so proud of himself. He thought he would someday be a SCOUT who would go down in HISTORY, because he was so well pre-pared. At

least, he thought he was prepared when the day began. The lunches had all been packed and put in the backyard tent.

When Johnny CUB SCOUT went out to the tent to get the lunches, he was shocked to find the paper bags and torn paper scattered all over the backyard. Looking around Johnny saw his dog, Scampy, munching on the last bit of the sandwiches and looking very contented. "Oh boy", thought Johnny, "I thought I would make a well-prepared SCOUT, but I wasn't prepared for this."

After new lunches were made, the boys took their hike. It was a great success and Johnny CUB SCOUT felt sure that HISTORY had been made by the record time in which they had accomplished everything that day. But alas! When bedtime arrived, the tent slumped down in a heap because it had not been put up right, and the sleeping bags were muddy from Scampy's dirty feet, and the batteries in the flashlights were dead. Johnny CUB SCOUT hung his head and said: "Boy, have I got a lot to learn about the SCOUTS. Gosh, I sure hope today's events aren't recorded in HISTORY."

So Johnny CUB SCOUT learned in one day how much he still needed to learn about being a SCOUT before he could perform in a manner which would make him proud to go down in HISTORY. Later his Den leader told him that is what CUB SCOUTING is for... , to teach boys to do their best and to prepare them to become SCOUTS.

## Stories

### The Cremation Of Sam McGee

by Robert William Service (1874 - 1958)

*Baltimore Area Council*

There are strange things done in the midnight sun

By the men who toil for gold;  
The Arctic trails have their secret tales  
That would make your blood run cold;  
The Northern Lights have seen queer sights,  
But the queerest they ever did see  
Was that night on the marge of Lake Lebarge  
I cremated Sam McGee.

Now Sam McGee was from Tennessee,  
Where the cotton blooms and blows.  
Why he left his home in the South to roam  
'Round the Pole, God only knows.  
He was always cold, but the land of gold  
Seemed to hold him like a spell;  
Though he'd often say in his homely way  
That he'd "sooner live in hell."

On a Christmas Day we were mushing our way  
Over the Dawson trail.  
Talk of your cold! through the parka's fold  
It stabbed like a driven nail.  
If our eyes we'd close, then the lashes froze  
Till sometimes we couldn't see;  
It wasn't much fun, but the only one  
To whimper was Sam McGee.

And that very night, as we lay packed tight  
In our robes beneath the snow,  
And the dogs were fed, and the stars o'erhead  
Were dancing heel and toe,

He turned to me, and "Cap," says he,  
"I'll cash in this trip, I guess;  
And if I do, I'm asking that you  
Won't refuse my last request."

Well, he seemed so low that I couldn't say no;  
Then he says with a sort of moan:  
"It's the cursed cold, and it's got right hold  
Till I'm chilled clean through to the bone.  
Yet 'tain't being dead -- it's my awful dread  
Of the icy grave that pains;  
So I want you to swear that, foul or fair,  
You'll cremate my last remains."

A pal's last need is a thing to heed,  
So I swore I would not fail;  
And we started on at the streak of dawn;  
But God! he looked ghastly pale.  
He crouched on the sleigh, and he raved all day  
Of his home in Tennessee;  
And before nightfall a corpse was all  
That was left of Sam McGee.

There wasn't a breath in that land of death,  
And I hurried, horror-driven,  
With a corpse half hid that I couldn't get rid,  
Because of a promise given;  
It was lashed to the sleigh, and it seemed to say:  
"You may tax your brawn and brains,  
But you promised true, and it's up to you  
To cremate those last remains."

Now a promise made is a debt unpaid,  
And the trail has its own stern code.  
In the days to come, though my lips were dumb,  
In my heart how I cursed that load.  
In the long, long night, by the lone firelight,  
While the huskies, round in a ring,  
Howled out their woes to the homeless snows  
-- O God! how I loathed the thing.

And every day that quiet clay  
Seemed to heavy and heavier grow;  
And on I went, though the dogs were spent  
And the grub was getting low;  
The trail was bad, and I felt half mad,  
But I swore I would not give in;  
And I'd often sing to the hateful thing,  
And it hearkened with a grin.

Till I came to the marge of Lake Lebarge,  
And a derelict there lay;  
It was jammed in the ice, but I saw in a trice  
It was called the "Alice May."  
And I looked at it, and I thought a bit,  
And I looked at my frozen chum  
Then "Here," said I, with a sudden cry,  
"Is my cre-ma-tor-eum."

Some planks I tore from the cabin floor,  
And I lit the boiler fire;  
Some coal I found that was lying around,  
And I heaped the fuel higher;  
The flames just soared, and the furnace roared  
-- Such a blaze you seldom see;

And I burrowed a hole in the glowing coal,  
And I stuffed in Sam McGee.

Then I made a hike, for I didn't like  
To hear him sizzle so;  
And the heavens scowled, and the huskies howled,  
And the wind began to blow.

It was icy cold, but the hot sweat rolled  
Down my cheeks, and I don't know why;  
And the greasy smoke in an inky cloak  
Went streaking down the sky.

I do not know how long in the snow  
I wrestled with grisly fear;  
But the stars came out and they danced about  
Ere again I ventured near;  
I was sick with dread, but I bravely said:  
"I'll just take a peep inside.

I guess he's cooked, and it's time I looked";  
... Then the door I opened wide.

And there sat Sam, looking cool and calm,  
In the heart of the furnace roar;  
And he wore a smile you could see a mile,  
And he said: "Please close that door.

It's fine in here, but I greatly fear  
You'll let in the cold and storm --  
Since I left Plumtree, down in Tennessee,  
It's the first time I've been warm."

There are strange things done in the midnight sun  
By the men who toil for gold;  
The Arctic trails have their secret tales  
That would make your blood run cold;  
The Northern Lights have seen queer sights,  
But the queerest they ever did see  
Was that night on the marge of Lake Lebarge  
I cremated Sam McGee.

### Little Orphant Annie

by: James Whitcomb Riley (1849-1916)  
*Baltimore Area Council*

*Inscribed with all faith and affection:*

To all the little children: -- The happy ones; and sad ones;  
The sober and the silent ones; the boisterous and glad ones;  
The good ones -- Yes, the good ones, too; and all the lovely  
bad ones.

Little Orphant Annie's come to our house to stay,  
An' wash the cups an' saucers up, an' brush the crumbs  
away,  
An' shoo the chickens off the porch, an' dust the hearth, an'  
sweep,  
An' make the fire, an' bake the bread, an' earn her board-  
an'-keep;  
An' all us other childern, when the supper-things is done,  
We set around the kitchen fire an' has the mostest fun  
A-list'nin' to the witch-tales 'at Annie tells about,  
An' the Gobble-uns 'at gits you  
Ef you don't... Watch... OUT!

Wunst they wuz a little boy wouldn't say his prayers,--  
An' when he went to bed at night, away up-stairs,  
His Mammy heerd him holler, an' his Daddy heerd him  
bawl,

An' when they turn't the kivers down, he wuzn't there at  
all!  
An' they seeked him in the rafter-room, an' cubby-hole, an'  
press,  
An' seeked him up the chimbly-flue, an' ever'-wheres, I  
guess;  
But all they ever found wuz thist his pants an' roundabout:--  
An' the Gobble-uns 'll git you  
Ef you don't... Watch... OUT!

An' one time a little girl 'ud allus laugh an' grin,  
An' make fun of ever' one, an' all her blood-an'-kin;  
An' wunst, when they was "company," an' ole folks wuz  
there,  
She mocked 'em an' shocked 'em, an' said she didn't care!  
An' thist as she kicked her heels, an' turn't to run an' hide,  
They wuz two great big Black Things a-standin' by her side,  
An' they snatched her through the ceilin' 'fore she knowed  
what she's about!  
An' the Gobble-uns 'll git you  
Ef you don't... Watch... OUT!

An' little Orphant Annie says, when the blaze is blue,  
An' the lamp-wick sputters, an' the wind goes woo-oo!  
An' you hear the crickets quit, an' the moon is gray,  
An' the lightnin'-bugs in dew is all squenched away,--  
You better mind yer parunts, an' yer teachurs fond an' dear,  
An' churish them 'at loves you, an' dry the orphant's tear,  
An' he'p the pore an' needy ones 'at clusters all about,  
Er the Gobble-uns 'll git you  
Ef you don't... Watch... OUT!

### Dogs in the Wild West

*San Gabriel, Verdugo Hills & Long Beach Area Councils*  
One hot and dry day in the Wild West, this dog walks into a  
saloon and says, "Gimme a beer". Evidently this type of  
thing wasn't too rare 'round those parts because the  
bartender said, "I'm sorry, but we don't serve dogs here."

The dog then took out a silver dollar, dropped it on the bar,  
and said, "Look, I got money; I want a beer." This scene had  
the potential to get ugly. The bartender, getting a little irate,  
said one more time. "We do not serve dogs here. Please  
leave."

The dog growled, so the bartender pulled out a gun and shot  
the dog in the foot! The dog yelped and ran out the door.  
The next day, the swinging bar doors were tossed open and  
in walks the dog that had been in the saloon the day before.  
He was dressed all in black: A black cowboy hat, a black  
vest, three black cowboy boots and one bandage. The dog  
looks around, waits for the talking to quiet down, and says,  
"I'm lookin' fer the man who shot my paw."

### The Adventures Of Icky Crane

*Baltimore Area Council*

*You can do a variety of things with this story. Read it and let  
the boys pantomime, divide into parts, or make into audience  
participation.*

Twas a dark and gloomy Halloween in Sleepy Hollow Land.  
The moon cast eerie shadows that fell across the sand.  
This Cub Scout's name is Icky Crane, and he is not afraid  
Of witches, ghosts, or goblins, whether live or dead.



Wait! What is that sound I hear? Hoofbeats drawing near--  
Surely it is just a friend, there's not a thing to fear.  
But since he's not so sure of that, it may or may not be.  
He decides to hide behind a most convenient tree.

The thing is coming closer now, the hoofbeats louder still,  
And Icky trembles in the dark, as even Cub Scouts will.  
Then the horseman comes in view, a figure all in black,  
And Icky wishes he were home, tucked safely in the sack.

But there is one thing very wrong; what kind of man is he?  
For there is nothing on his neck where his head should be!  
The mighty stallion-rears up high, the horseman gives a  
shout,

"Who is the crook who stole my head? Where is the  
thieving lout?"

The rider spots our Cub Scout, crouching in the night.  
And Icky knows he must be brave, he tries with all his  
might.

He stands up tall on shaking legs to meet this gruesome foe,  
With a heart so full of courage, a Cub Scout from head to  
toe.

The horseman points his finger at him, and shouts, "Are you  
the heel?"

And Icky answers strong and true, "A Cub Scout would not  
steal!"

The rider stomps and shakes his fist, acts like a spoiled kid;  
Our Cub just cannot help but laugh at this nut who'd flipped  
his lid.

"Could be it was your temper, sir; good manners aren't a  
bother."

"And if some patience you could learn, perhaps you'd grow  
another.

He climbed back on his mighty steed, rode slowly through  
the night.

And Icky sighed with great relief that he was still all right.

"Try to have good manners or you, too, may lose your  
head."

### The Story of the Ghost with the One Black Eye

*Greater St. Louis Area Council*

A teacher walked into a hotel and asked for a room. "Sorry,"  
said the hotel manager, "there's only one room left, but  
that's haunted."

"I'm a schoolteacher. I don't believe in ghosts. I'll take it."  
So she went to the room and was getting ready for bed when  
she heard ...

"I'm the ghost with the one black eye. I'M THE GHOST  
WITH THE ONE BLACK EYE."

Scared, she ran out of the hotel and was never seen there  
again.

Next a big tough man walked into the hotel. He asked for a  
room. "Sorry," said the hotel manager, "there's only one  
room left but that's haunted."

"I'm a big tough guy. I'm not afraid of ghosts! I'll take it."  
So he went to the room and was taking a shower when he  
heard ...

"I'm the ghost with the one black eye. I'M THE GHOST  
WITH THE ONE BLACK EYE."

Scared, he ran out of the hotel and was never seen again.

Then this little kid came in and asked for a room. "Sorry,  
kid, there's only one room left and that's haunted."  
"That's OK, I'll take it." The kid was getting ready for bed,  
when he heard ...

"I'm the ghost with the one black eye. I'M THE GHOST  
WITH THE ONE BLACK EYE."

"If you don't shut up you're gonna be the ghost with two  
black eyes!"

## ADVANCEMENT CEREMONIES

### Campfire Advancement Ceremony

*Baltimore Area Council*

*Note: This ceremony could also be used for next month's  
theme, Cub Scout Roundup.*

**Room Arrangement:** All Cub Scouts and parents sit in a  
large circle around the campfire.

**Personnel:** Indian Chief (Cubmaster), Medicine Man, and  
Old Fur Trader.

**Props/Equipment:** Real or Artificial campfire, Old Fur  
Trader will need saddlebags.

**Costumes:** All personnel should wear costume parts,  
especially hats.

**Medicine Man:** There are several braves here tonight who  
have worked hard since we last met and have earned  
awards for their efforts. I sent an order to the trading  
post last week and it should be here by now. I don't  
know what happened but nothing has arrived. I fear we  
will have to wait until next month. Heap big sorry!

**Fur Trader:** (Looking wild, wooly, and hurried,  
approaches campfire carrying saddlebags.) Is this the  
Cub Scout Pack \_\_\_\_ campfire?

**Cubmaster:** Yes, it is. Who are you?

**Fur Trader:** I'm the rider from the trading post.

**Medicine Man:** I'm heap glad to see you.

**Fur Trader:** Well, I hope you're ready to trade.

**Medicine Man:** Hmmm. I have 3 blue beads for  
\_\_\_\_\_ who has earned the Bobcat rank.

**Fur Trader:** Good enough. Where is the varmint?

**Cubmaster:** Will \_\_\_\_\_ and his parents please step  
forward? Congratulations on your hard work!

**Medicine Man:** I have 3 red feathers for \_\_\_\_\_ who  
has earned the Wolf rank.

**Fur Trader:** Good deal!

**Cubmaster:** Will \_\_\_\_\_ and his parents please  
step forward?

*(Continue presenting awards in similar manner.)*

**Cubmaster:** (to Fur Trader) Thanks for getting here on  
time with all our awards! The boys really appreciate it.

**Medicine Man:** Ugh!

**Fur Trader:** My pleasure, son. Now I gotta be gettin'  
along. So long! (He exits.)

### American Folklore Advancement Ceremony

*Baltimore Area Council*

**Props:** 4 candles in holders; each candle should be a different length (or use candles of same length and holders of different heights).

**Helpful Hint:** *Advancement Chairman could light the candles as the Cubmaster speaks.*

**Cubmaster:**

Our history is filled not only with the tall tales of American Folklore, but also with the true deeds of some very brave men who explored, fought, and in some cases died to extend the frontiers of our country. Men like Davy Crockett, Daniel Boone, Kit Carson, Lewis and Clark, Buffalo Bill Cody, and many more.

*To make this ceremony fit the theme better – have tell a Tall Tale or have a Skit or something similar about the Folklore Heroes you name and remind the Scouts and others about what they heard earlier in the campfire.*

*Maybe work in a story about a different hero for each rank or other award category you are presenting. CD*

The Scouting trail is much like the trail these famous men followed. We will recognize those young men in our Pack who have advanced along this trail. As I call your names, please come forward with your parents. (Calls names.)

As you Cub Scouts can see, the candles get taller as you advance. This represents the additional skills that you must learn as you earn each rank. (Lights shortest candle.) The Bobcat is the start of the trail and the simplest to earn. (Lights next candle.) The Wolf is a big step forward and harder as is (lights the next candle) the Bear until at last (lights tallest candle) you become a Webelos Scout and earn the highest rank, the Arrow of Light.

And so, with the spirit of the great explorers, folklore heroes, and frontiersmen to guide you, may you continue to climb the Scouting trail.

(Presents awards by Den and congratulates boys and parents with Cub Scout handshake.)

**Indian Advancement**

*Greater St. Louis Area Council*

The Cubmaster and a leader act as Akela and the Medicine Man.

**AKELA:** Will all Cub Scouts in good standing with this tribe come, forward with your families and be seated around the council fire? It is time for us to take council. Mighty Medicine Man, you have signaled us that some of the braves in this tribe have traveled along the Trail of the Golden Arrow far enough to reach the next hunting station. Would you please read us the names of those who have advanced, the rank they have achieved and the name of the hunting station where they have arrived.

*(Medicine Man reads the names of all who will receive awards.)*

**AKELA:** Mighty warrior, how far along this trail did these braves travel?

**MEDICINE MAN:** There were X boys who passed 12 achievements in order to arrive in Wolf Valley. They did a fine job of Scouting, and have earned the Wolf badge.

Their names are ...

There are also X boys who crossed Bear Ridge, using their Scouting skills to the fullest. They are ...

Our tribe also has X boys who have worked their way up to the top of Webelos Peak.

These boys are ...

**AKELA:** This is indeed a fine job of Scouting. Will these braves come forward now and stand before the council fire so we can see all the good hunters?

**MEDICINE MAN:** Can you truthfully say that you have followed the Cub Scout promise and have tried to Do Your Best?

*(Scouts answer).*

**AKELA:** As you await your badge presentation, please tell us about one accomplishment you have made along the trail? (Boys describe one achievement or elective they really liked.) I am satisfied that you have done your best.

It is indeed a proud moment for our tribe when we can advance our young braves. It symbolizes good cooperation in your teepees – with your family. Without their help, hunting along the Trail of the Golden Arrow would have been more difficult. Would these family members please come forward at this time?

*Medicine Man and Akela present awards to the parents who in turn give them to the boys.*

## GAMES

### Games for around the Campfire

*Greater St. Louis Area Council*

- 1. Progressive Ghost Story** – Have one of the Scouts or a leader begin telling a ghost story. Then, let the Scouts continue with the story. This is more than a “Mad Libs” where the Scouts just fill in a word or two. Encourage the Scouts to tell at least a minute or two of story, before passing the storyline on to the next Scout.
- 2. Blindfold Popcorn Race** – Scouts enjoy popping popcorn around a campfire. Here’s a game that’s fun, and tasty too! Divide the Scouts into two-man teams. Give each team a plate with an equal amount of popcorn. Blindfold both team members. They feed each other the popcorn on their plate. The first team to finish is the winner!
- 3. Pantomime** – Each player is assigned a game or sport, or you may write them on pieces of paper for each Scout to draw when it is their turn. The Scout then has to reveal which sport they have by acting it out in pantomime.

The following games and sports will serve as a start, but add your own: Golf, Football, Hurdle Race, Checkers, Shot Put, Skating, Tennis, Volleyball, Diving, Dodge Ball, Soccer, Archery, Baseball, Ice Skating, Sprinting, High Jump, Bowling, Discus Throw, Basketball, Handball, Water Ski, Snow Skiing, Weight Lifting, Handball, Croquet.

4. **Nature Alphabet** – List objects in nature that have names beginning with each letter of the alphabet.  
*Variation: Select a theme for the list: Plants, Animals, In the Ocean, Birds, etc.*
5. **She'll Be Coming 'Round the Mountain**– Line up on two sides in relay formation. Each boy runs up to a judge, eats a cookie provided to him. Sings on verse of “She’ll be Coming ‘Round the Mountain.” He then races back to tag the next Scout in line. The game continues until all Scouts on one side have done the same thing.

**The Spooky Story Game**

*Baltimore Area Council*

Have boys form a circle. One person starts to tell an imaginative spooky story and leaves off in a very exciting place. The next player continues the story and also leaves off at an exciting place. The story continues around the circle until the last person ends it.

**Tom Sawyer’s Fishing Game**

*Baltimore Area Council*

Mark Twain, who wrote *The Adventures of Tom Sawyer*, described life along the Mississippi River in the mid-nineteenth century. Then, roads were only rutted cart tracks, but the river was a great highway for boats and barges carrying passengers and cargo. Tom Sawyer used to go fishing in the Mississippi with a long pole, a sport that took some skill. To try your own skill at home, you’ll need six drinking straws and a sheet of paper.

Insert the straws one into the other by pinching one end of each straw and gently squeezing it into the unpinched end of the next. You now have your fishing pole.

Cut your paper into ten strips approximately the size of 1” by 3”

Roll up the strips and tape, in a roll, to form “fish.”

Set “fish” down on the tabletop.

How to Play: Two or more can now go “fishing.” Make a catch by aiming the top of the fishing pole at a paper fish, inserting the pole through the fish, and then sliding it down the pole. If any fish slips off while you are trying to hook another, your turn ends and the next player tries his luck. Whoever has caught the most fish after five turns is the winner.

**Beat the Rap**

*Greater St. Louis Area Council*

**Items needed:** A leader, a timer, a scorekeeper, a gavel, 12 thumbnail sized rocks.

**Directions:**

- ✓ One at a time, each contestant picks up as many of the dozen rocks that have been placed on the floor as he can in 10 seconds.
- ✓ He may use only one hand and the rocks must stay in that hand.
- ✓ The timer calls, “Go” to start and “Stop” at the end of 10 seconds.
- ✓ The scorekeeper keeps a record of the rocks picked up and held at the end of that time.

- ✓ The winner is the one who held onto the most rocks.

**Neckerchief Relay**

*Greater St. Louis Area Council*

Boys line up in relay formation. The first Cub Scout in each line holds a neckerchief and a neckerchief slide in his hands. At the other end of the room opposite each line is another boy or parent.

At the starting signal, the first boy runs to the boy or parent, places the neckerchief around their neck, puts the slide on, salutes, takes the slide off, removes the neckerchief, and returns to his team. He then gives the neckerchief and slide to the next boy in line who repeats the process. This continues until each boy has had his turn.

**What Is It?**

*Baltimore Area Council*

**Materials:** Large blanket, items to make noises

Hold a large blanket up in front of the audience and make different noises behind it. The audience tries to identify them. Examples are: broom sweeping, glass breaking, balloon bursting, rock in tin can, pouring water, reading a newspaper, etc.

**Hit The Penny**

*San Gabriel, Verdugo Hills & Long Beach Area Councils*

- Two players stand facing each other about five feet apart.
- A penny is placed in the middle of the two players on the ground.
- Each player takes turns throwing the ball at the penny.
- A hit counts as one point.
- If the penny is turned over when hit, then it counts as five points.
- Keep the penny wherever the ball moves it throughout the game.
- 25 points to win.

**Hot Potato**

*San Gabriel, Verdugo Hills & Long Beach Area Councils*

- All the players stand in a circle except one.
- All the players in the circle pass around a ball.
- The one player on the outside of the circle suddenly calls, “Stop!”
- Whoever has the ball is caught.
- Each time a player is caught he must step outside of the circle.
- The last player left is the caller for the next game.

**Sardines**

*San Gabriel, Verdugo Hills & Long Beach Area Councils*

- One player hides.
- The rest of the players go looking for him.
- Whoever finds the hidden player must also hide with that player.
- The hiding place gets more and more crowded and easier to find as the game progresses.

**Hot And Cold**

- One player closes his eyes or goes behind a building.
- While the player is gone, the other players hide a small object in the vicinity.
- The hidden player is called back and must find the hidden object.

- The player has the help of all the other players.
- As he gets closer the other players call out, "HOT".
- When the searching player strays farther from the hidden object, the other players shout, "COLD".
- This continues until the object is found.

**Catch The Cane**

*San Gabriel, Verdugo Hills & Long Beach Area Councils*

- All the players stand in a circle with one player in the middle.
- The player in the middle holds a cane or a long stick (cane size) standing on end.
- All the other players have a number.
- Without warning, the player in the middle lets go of the cane or stick as he calls out a number.
- The player with the number called must run into the circle and catch the cane or stick before it hits the ground.

**Crossing The Road**

*San Gabriel, Verdugo Hills & Long Beach Area Councils*

- Two parallel boundaries are marked clearly with about forty feet between them.
- All players line up along one boundary.
- One player is "IT" in the middle of the two boundaries.
- When "IT" yells "go", all of the players must try to cross to other boundaries without being tagged by "IT".
- Anyone who is tagged must "freeze."
- From that point on those tagged players must help "IT" by also trying to tag the other players while staying in one place. (They are now stationary obstructions.)
- The last one caught wins and is "IT" for the next game.

**This Is My.....**

*San Gabriel, Verdugo Hills & Long Beach Area Councils*

- All the players sit in a circle with one player in the middle.
- This one person then goes up to someone sitting in the circle and grabs his knee (or another body part) and says, "This is my nose (or something else)."
- The player spoken to must grab hold of his nose (the second named body part) and say, "This is my knee (The first named body part)" before the other player counts to five.
- Any player who answers wrong must be the player in the middle.
- This game continues with the changing of different body parts and becomes faster and faster.

**Material: Written messages**

*Baltimore Area Council*

Divide group into teams of 6 to 8 players. Give one member of each team written messages containing a number of facts about a well-known person, place or thing. Allow him to read the paper, then put it away. The first team member listens to the reader whisper what was on the paper. This person tells the next team member, and so on, until the last player on each team has heard the story. This player tells the story out loud. Then the reader reads the story from the paper. The team that gets the most facts correct wins. It is more fun if each team has a different story.

**Paul Bunyan's Log Rolling Contest**

*Baltimore Area Council*

**Materials:** Cardboard rug tubes or real logs, sticks approximately \_" x 30"

Logs can be made by cutting cardboard rug tubes into foot long sections. A large branch from a dead tree can also be cut into foot long sections. Each player will need a log and a stick approximately \_" x 30". At the word "Go" each player must roll his log from the starting line to the finish line using the stick. Logs must not be touched with the hands. Players must remain behind their logs and no hitting allowed. First to cross finish line wins. This game may also be played as a relay.

**Pecos Bill**

*Baltimore Area Council*

Have all the players except 'Pecos Bill' form pairs and stand in a circle. When Pecos Bill says, "face to face," the partners face each other. When he says "back to back" or "side to side," his directions must be followed. If he says "Pecos Bill," everyone including himself, tries for a new partner. The one left out becomes 'Pecos Bill,' and the game continues.

**SONGS**

*The best way to end your campfire is singing Vespers and*

*Taps. CD*

**Cub Scout Vespers**

*Greater St. Louis Area Council*

Tune – "Oh, Tannenbaum"

As the night comes to this land,  
On my promise I will stand,  
I will help the pack to go,  
As our pack helps me to grow.  
Yes, I'll always give goodwill,  
I'll follow my Akela still.  
And before I stop to rest,  
I will do my very best.

**Scout Vespers**

*Greater St. Louis Area Council*

Tune – "Oh, Tannenbaum"

Softly falls the light of day,  
While our campfires fade away.  
Silently each Scout should ask:  
Have I done my daily task?  
Have I kept my honor bright?  
Can I guiltless sleep tonight?  
Have I done and have I dared,  
Everything to be prepared?

**Akela's Council**

*Baltimore Area Council*

(Tune: Clementine)

When Akela holds his council,  
And the campfire's all aglow.  
We will form a friendship circle,  
As we sing so sweet and low.  
True and loyal, Cubs we'll be,  
To our Promise and the Pack Law,  
We will pledge our loyalty.

**Hiking**

*Baltimore Area Council*

(Tune: As the Caissons Go Rolling Along)

Over hill, over dale  
 We will hit the greenwood trail  
 As the Cub Scouts go hiking along.  
 In and out, all around,  
 You will never see us frown,  
 When the Cub Scouts go hiking along.

And it's hi, hi, hee  
 The Cub Scouts are for me!  
 Shout out our name and shout it strong.  
 (Den \_\_\_\_!)

And where e'er we go, we will always know  
 That the Cub Scouts go hiking along.

**Campfire Tales**

*Baltimore Area Council*

(Tune: Camptown Races)

Campfire tales are five miles long,  
 Doo dah doo dah  
 Last until the break of dawn.  
 Oh, doo dah day.

Goin' to talk all night,  
 Til the morning light.  
 Tales so long you'll never yawn  
 Oh, such delight.

**Pack Up Your Wieners**

*Baltimore Area Council*

(Tune: Pack up Your Troubles)

Pack up your wieners in your old knapsack  
 And hike, hike, hike!  
 Put in a loaf of mother's good brown bread,  
 Marshmallows if you like.

What's the use of worrying,  
 All cares are out of sight!

So, Pack up your wieners in your old knapsack  
 And hike, hike, HIKE!

**Davy Crockett**

*Baltimore Area Council*

Born on a mountaintop in Tennessee  
 Greenest state in the land of the free  
 Raised in the woods, so's he knew every tree  
 Kilt him a b'ar when he was only three.

**Chorus:**

Davy, Davy Crockett, the man who don't know fear  
 Davy, Davy Crockett, King of the wild frontier

Fought single handed through the Injun war  
 Till the Creeks was whipped & peace was in store  
 While he was handling this risky chore  
 Made himself a legend forevermore

**Chorus:**

Davy, Davy Crockett, holding his promise dear  
 Davy, Davy Crockett, King of the wild frontier  
 Went off to Congress and served a spell  
 Fixing up the government and laws as well

Took over Washington, so I hear tell  
 And patched up the crack in the Liberty Bell

**Chorus:**

Davy, Davy Crockett, seeing his duty clear  
 Davy, Davy Crockett, King of the wild frontier

He gave his word and he gave his hand  
 His Injun friends could keep their land  
 The rest of his life he took the stand  
 That justice was due every redskinned man

**Chorus:**

Davy, Davy Crockett holding his promise dear  
 Davy, Davy Crockett, King of the wild frontier

***Davy Crockett is my personal favorite hero having been 5 years old when Disney aired it in 1954. I almost never miss a chance to use Davy when a theme allows. I own the complete set (the three original and three Mike Fink episodes) on a Disney Classics DVD set. I have the 33 RPM record of the story and the song by Fess Parker and Buddy Ebsen. I, also, have a copy of all 20 plus verses to the song!! My wife is afraid some day Disney will run a Fess Parker festival weekend!! CD***

**I've Got That Scouting Spirit**

*Greater St. Louis Area Council*

I've got that Scouting spirit up in my head,  
 Up in my head, up in my head.  
 I've got that Scouting spirit up in my head,  
 Up in my head to stay.

2. I've got that Scouting spirit deep in my heart.
3. I've got that Scouting spirit down in my feet.
4. I've got that Scouting spirit all over me.

**Quartermaster's Store Song**

*Greater St. Louis Area Council*

There are rats, rats, as big as alley cats,  
 At the store, at the store.  
 There are rats, rats, as big as alley cats,  
 At the Quartermaster's store.

**Chorus:**

My eyes are dim, I cannot see.  
 I have not brought my specks with me.  
 [Repeat.]

- Mice..... running through the rice.
- Snakes ..... as big as garden rakes.
- Beans ..... as big as submarines.
- Gravy ..... enough to float the navy.
- Cakes ..... that give us tummy aches.
- Eggs ..... with scaly chicken legs.
- Cheese ..... that makes you want to sneeze.
- Goats ..... eating all the oats
- Bees ..... with little knobby knees.
- Owls ..... shredding paper towels.
- Apes..... eating all the grapes.
- Pepsi ..... that gives you apoplexy.
- Flies ..... swarming 'round the pies.
- Fishes..... washing all the dishes.
- Scouts ..... eating Brussels sprouts.
- Leaders ..... slapping at the skeeters.

**Twelve Day's of Scout Camp**  
*Greater St. Louis Area Council*

Tune - "The Twelve Days of Christmas"

On the first day of Scout Camp, my mommy sent to me a box of Trails End Popcorn.

On the second day of Scout Camp, my mommy sent to me Two T-shirts, and a <<skip to above>>

On the third day of Scout Camp <<continue wording as above>> Three pairs of socks, two <<skip to above>>

- Fourth ..... Four Woolen Caps
- Fifth ..... Five Underpants
- Sixth ..... Six postage stamps
- Seventh..... Seven cans of bug spray
- Eighth ..... Eight batman comic books
- Ninth..... Nine bars of soap
- Tenth ..... Ten dry matches
- Eleventh ..... Eleven shoe strings
- Twelfth ..... Twelve band-aids

**Cub Scout Indians**

*Baltimore Area Council*

(Tune: On Top of Old Smokey)

Down in the basement  
 Of the Den leader's house,  
 The Cub Scouts were working  
 As still as a mouse.

They made bows and arrows  
 And headdresses, too.  
 They were going to be Indians,  
 Creek, Blackfoot and Sioux.

The painted their headbands  
 In red, green and blue,  
 And some of the Cub Scouts  
 Had painted arms, too.

They made shields and breechcloths,  
 And moccasins, too.  
 And a big Indian tepee  
 Large enough to walk through.

Pack meeting night came,  
 They arrived on the scene,  
 All dressed up like Indians,  
 Painted red, blue and green.

They danced and sang war chants,  
 Around the campfire,  
 They had Indian contests;  
 No one seemed to tire.

The room was all filled  
 With excitement and noise.  
 No one could believe  
 Those wild Indians were boys.

When the wild Indians got home,  
 The parents all said  
 They were glad that their boys  
 Were now Cub Scouts instead.

**Five in the Bed**

*San Gabriel, Verdugo Hills & Long Beach Area Councils*

There were five in the bed and the little one said,  
*(make #5 with your hands)*

"Roll over! Roll over!"

So they all rolled over and one fell out *(roll motion)*

And bumped his head and shouted out,  
*(knock on head, cup hands around mouth)*

"Please remember to tie a knot in your pajamas,  
*(tie an invisible knot)*

Single beds are only made for one, two, three, four!"  
*(number 1,2,3,4,)*

- ... There were four in the bed and the little one said...
- ... There were three in the bed and the little one said...
- ... There were two in the bed and the little one said...
- ... There was one in bed and the little one said.....

**CUB GRUB**

**Soda Pop Pops**

*Santa Clara County Council*

**Ingredients, Supplies:**

- ✓ 2 12-oz cans lemon-lime soda
- ✓ 1 14-oz can sweetened condensed milk
- ✓ \_ cup lemon juice
- ✓ 10 wooden sticks
- ✓ 10 5-oz paper cups
- ✓ Foil

**Directions -**

- ✓ In a bowl, stir together soda, condensed milk and lemon juice. Pour into the 10 cups, and cover each with a piece of foil. Make a hole in the center of the foil with a sharp knife, and then insert a wooden stick through the hole.
- ✓ Freeze 4-6 hours.
- ✓ To serve, remove foil and tear off paper cup.
- ✓ Makes 10 servings.

**Ants on a Log**

*San Gabriel, Verdugo Hills & Long Beach Area Councils*

**Ingredients:**

- ✓ 1 celery stick per person
- ✓ Peanut butter
- ✓ Raisins

**Directions:**

Spread peanut butter on celery sticks.  
 Dot the peanut butter with raisins

**Baked Eggs In The Shell**

*San Gabriel, Verdugo Hills & Long Beach Area Councils*

**Ingredients:**

- ✓ 12 eggs
- ✓ Salt and Pepper
- ✓ Bread (optional)
- ✓ Margarine

**Directions:**

Pierce small end of egg with a pin.  
 Place eggs in hot ashes with small end up.  
 Bake for 10 to 20 minutes.  
 If desired, serve hot on buttered toast and season with salt and pepper.

**Hot Dog Pie***Santa Clara County Council***Ingredients:**

- ✓          pound ground beef
- ✓ 4 hot dogs, cut in half lengthwise and sliced
- ✓ 1 can (16 oz) baked beans
- ✓          cup ketchup
- ✓ 2 T brown sugar
- ✓ 2 T prepared mustard
- ✓ 2 oz processed cheese (Velveeta), cubed
- ✓ 1 unbaked deep-dish pastry shell (9 inches)
- ✓ 4 slices American cheese

**Directions -**

- ✓ In a large saucepan, cook beef over medium heat until no longer pink; drain.
- ✓ Add the hot dogs, beans, ketchup, brown sugar, mustard and cheese cubes.
- ✓ Cook and stir until cheese is melted.
- ✓ Meanwhile, lightly poke holes in pastry shell with a fork.
- ✓ Bake at 400 degrees for 10 minutes. Fill with hot beef mixture.
- ✓ Cut each cheese slice into four strips.
- ✓ Make a lattice topping over the pie.
- ✓ Bake 5-10 minutes longer or until cheese is melted.
- ✓ Serves 4-6.

**Pita Pizza***San Gabriel, Verdugo Hills & Long Beach Area Councils***Ingredients:**

- ✓ 3 pitas
- ✓ 4 ounces of mozzarella cheese
- ✓ 1 teaspoon of vegetable oil
- ✓ 1 small jar or can of pizza sauce
- ✓ Pepperoni or other toppings

**Directions:**

Cut pitas in half by separating at the edges to make two pizza crusts out of each pita.

Top pitas halves with pizza sauce, cheese, and other toppings.

Fry in oil until crust is lightly browned. **(Adult help needed)**

**Hobo Popcorn***San Gabriel, Verdugo Hills & Long Beach Area Councils***Ingredients:**

- ✓ 1 tablespoon popcorn kernels
- ✓ 18" x 18" square of heavy or doubled foil
- ✓ 1 teaspoon oil
- ✓ Butter and salt, if desired, for seasoning

**Directions:**

In the square of foil add popcorn kernels and oil together.

Bring foil corners together to make a pouch.

Seal the edges by folding, but allow room for the popcorn to pop.

Tie each pouch to the end of a skewer.

Hold the pouch over the hot coals.

Shake constantly until all the corn has popped.

Season as desired with butter and salt.

**Creamy Crunchies***San Gabriel, Verdugo Hills & Long Beach Area Councils***Ingredients:**

- ✓ 1 apple
- ✓ 3 tablespoons cream cheese
- ✓ 1 tablespoon strawberry jam

**Directions:**

Core apple.

Cut the apple into 8 to 10 slices.

Spread each apple slice with cream cheese.

Spread the jam on top of the cream cheese.

**Stuffed Potatoes***San Gabriel, Verdugo Hills & Long Beach Area Councils***Ingredients:**

- ✓ 1 potato per person
- ✓ Vienna sausage
- ✓ foil

**Directions:**

Core each potato.

Insert a Vienna Sausage in each potato.

Wrap each potato in foil.

Set in hot coals to bake for 45-90 minutes.

Remove foil and slice. (Optional: add cheese and/or fixings of your choice.)

**Jell-O Apples***Baltimore Area Council***Ingredients:**

- ✓ 3 oz. package of Jell-O (any flavor),
- ✓ 5 apples.

**Directions -**

✓ Pour the dry Jell-O into a medium size plastic bowl.

✓ Slice the apples in a food processor,

✓ Then dump into the bowl.

✓ Cover with a tight lid, and shake until apples are evenly coated.

✓ Yummy! Try different flavors of Jell-O and see what you like best.

**Bundt Cake Worm***Baltimore Area Council***Ingredients:**

- ✓ Bundt cake (any flavor),
- ✓ string licorice,
- ✓ white icing,
- ✓ green food color.

**Directions -**

✓ Bake the cake and cool.

✓ Cut the cake across the middle and re-arrange the two pieces to form an "S" shaped worm.

✓ Work on a large piece of cardboard covered with foil, or on a large platter.

✓ Frost with green tinted icing.

✓ Lay pieces of licorice across the top curve of the cake to form the sections.

✓ Cut smaller pieces of licorice and stick into the front end for the feelers.

## STUNTS AND APPLAUSES

### APPLAUSES & CHEERS

#### RainMaker

*Santa Clara County Council*

If it's been a hot day and you need cooling off, try rainmaking. One person begins and is joined by the person on his right and so on until the action travels all the way around the circle. The noise gets louder as each person in the circle joins in. Then the first person will do the next action and it will travel around the circle.

- Round 1:** Rub your hands together so they make a swishing noise.
- Round 2:** Snap the fingers of both hands, moving your arms up and down, while making a popping sound with your tongue on the roof of your mouth. It sounds like water falling to the ground.
- Round 3:** Slap hands on your knees. The rain is really splashing down.
- Round 4:** Pound the ground with fists or palms. The storm is at its height.
- Round 5:** Slap hands on your knees more quietly.
- Round 6:** Snap fingers very quietly.
- Round 7:** Rub hands forward and back, pressing lightly.
- Last -** Sit still and listen. The storm has passed – do you feel cooler?

*Baltimore Area Council*

**Paul Bunyan Applause:** Make motions as if sawing down a tree, meanwhile, alternately blowing out and sucking in air with “shhhh” sounds. After all of these, and the tree is cut down, yell: “TIMBERRRR” with a hand held along side your mouth:

**Picnic Applause:** Rub stomach and say, “Yummy in the tummy!”

**Paul Revere Applause:** Pretend to be riding a horse moving up and down. Say, “The British are coming, the British are coming.”

### RUN-ONS

*Santa Clara County Council*

- Cub # 1:** What is green and pecks on trees?
- Cub # 2:** Woody Wood Pickle.
- Cub # 1:** Hello, operator? I'd like to speak with the king of the jungle.
- Cub # 2:** Sorry sir, but that lion is busy right now.
- Announcer -** We interrupt this program for a newsflash  
(*Cub Scout turns flashlight on, then off*)
- Cub #1:** I'm a great jumper.
- Cub #2:** I can jump, too. I bet I can jump higher than that tree.
- Cub #1:** This I gotta see.
- Cub #2:** (Makes a small hop)
- Cub #1:** That's higher than that tree?
- Cub #2:** Sure. That tree can't jump at all.

*Baltimore Area Council*

### A Bunch of Cows

- Cub #1:** Hey, look at that bunch of cows
- Cub #2:** Not a bunch, a herd
- Cub #1:** Heard what?
- Cub #2:** Herd of cows
- Cub #1:** Sure I've heard of cows
- Cub #2:** No, I mean a cow heard
- Cub #1:** What do I care if a cow heard???

### Three More Classic Run-ons

(Cub #2 enters poking the ground with a stick)

- Cub # 1:** What are you doing?
- Cub # 2:** Just sticking around

(Cub #2 enters throwing leaves around)

- Cub # 1:** What are you doing?
- Cub # 2:** Just leafing (leaving).

(Cub #2 enters with a pine branch, and pokes the emcee)

- Cub # 1:** What are you doing?
- Cub # 2:** I'm needling you.

### Bee Sting

*Greater St. Louis Area Council*

- CUB 1:** OUCH , OH , OOOUCH.
- CUB 2:** What's the matter with you?
- CUB 1:** A bee's stung my thumb.
- CUB 2:** Try putting some cream on it then.
- CUB 1:** But the bee will be miles away by this time.

### The Nutty Fisherman

*Greater St. Louis Area Council*

Center stage is a boy fishing from a can or bucket; he keeps pulling the rod as though he has something on the line. A passer by looks at him as he walks by and then walks on, after a few steps the passer by comes back to the lad.

**PASSERBY:** "What are you doing there then?"

**FISHER:** "I'm fishing, what does it look as though I'm doing?"

**PASSERBY:** "Fishing! What are you fishing for?"

**FISHER:** "I'm fishing for suckers."

**PASSERBY:** "Have you caught any?"

**FISHER:** "Yes you're the third today"

### JOKES & RIDDLES

*Baltimore Area Council*

What did Columbus say to his men before they sailed?

*Get in the boat*

What is the best way to keep a skunk from smelling?

*Hold his nose*

If you were facing east, what would be on your left hand?

*Fingers*

Which Revolutionary War hero slept with his shoes on?

*Paul Revere's horse*

When Betsy Ross washed the flag, why did she add starch?

*She wanted a permanent wave*

How did Benjamin Franklin feel when he discovered electricity?

*Shocked*

Why did the Pilgrims bring two drums and a saxophone on the Mayflower?

*They wanted to see Plymouth rock*



## SKITS

### How Cub Scouts Tell Time *Baltimore Area Council*

An emcee announces the next skit as "How Cub Scouts Tell Time".

A number of Cub Scouts then come out and begin to shout and holler very loud. On a signal, they stop and put a hand to their ear to listen, hear nothing, they begin to shout again. This is repeated until, when they are listening, someone offstage hollers, "Be quiet out there! Don't you know it's 2 o'clock in the morning?"

The Cub Scouts smile and leave.

### Watch Out for Critters *Baltimore Area Council*

**Setting:** An old mountain guide is leading two pioneers up into the mountains. The three walk in place, pretending to climb uphill and down.

**Pioneer 1:** Are there wild animals here?

**Guide:** Yep, bobcats. They're bad.

**Pioneer 2:** Is there anything else?

**Guide:** Yep, there's wolves. Mean critters!

**Pioneer 1:** Is that all?

**Guide:** You wouldn't ask that question if you had come to rehearsal. Yep, there's bears, too.

*Suddenly, three Cubs appear, with brown paper sacks over their heads. Animal faces are drawn on them.*

**Cub 1:** I'm a Bobcat.

**Cub 2:** I'm a Wolf.

**Cub 3:** I'm a Bear

**Pioneers:** (Together) We're chicken! (And they run away.)

### Deadeye Dick

*San Gabriel, Verdugo Hills & Long Beach Area Councils*  
Deadeye Dick makes a great guest at any campfire.

The marksman is a dead shot with a blank pistol (fingers), which he demonstrates by breaking crackers held by an assistant. Of course the assistant breaks the crackers with his fingers.

A target is set up and he rings a bell at the bull's eye with every shot. A duplicate bell off stage "rings in" on this act.

This he varies by shooting between his legs and with a cardboard obstructing the gun sights.

As a final marvel, he shoots sightings in a mirror.

Sometimes the bell rings when he misfires and a vase breaks on the opposite wall.

### Lost Item around Campfire *Santa Clara County Council*

**Scout 1:** (Scout searches the ground around the campfire)

**Scout 2:** What are you looking for? Maybe I can help you find it.

**Scout 1:** I dropped my neckerchief slide.

*You can add in as many other Scouts as you wish to help in looking for the slide. Each should ask same questions.*

**Scout 2:** Where were you standing when you dropped it?

**Scout 1:** Over there. (He points into the darkness)

**Scout 2:** Then why aren't you looking over there?

**Scout 1:** Are you kidding? It's too dark over there. You can't see a thing!

### Setting Up Camp

*Santa Clara County Council*

**Scene:** A loaded mini-van pulls into the only remaining campsite. Four children leap from the vehicle and begin feverishly unloading gear and setting up the tent. Two of the boys rush to gather firewood, while the other two setup the camp stove and cooking utensils.

**Nearby Camper (to Father):** That sir, is some display of teamwork.

**Father:** I have a system – No one goes to the bathroom until the camp is set up.

### The Ghost of Midnight

*Greater St. Louis Area Council*

**Scene:** Four or five Cub Scouts "camping out" (laying on the floor next to each other). The ghost approaches the first scout.

**GHOST:** (in an eerie voice) I am the Ghost of Midnight!  
*(Scared, the scout jumps up, screams, and runs away. The ghost goes up to the next Cub Scout.)*

**GHOST:** (in an eerie voice) I am the Ghost of Midnight!  
*(The next Cub Scout jumps up screaming and runs away. Repeat until there is only one Cub Scout left. The ghost comes up to the last Cub Scout.)*

**GHOST:** (in an eerie voice) I am the Ghost of Midnight!  
*(The last Cub Scout sits up, looks at his watch)*

**LAST SCOUT:** Go away! It's only 11:45!

### Smoke Signals-

*S Greater St. Louis Area Council*

**Cub # 1:** Hey George, look over there, smoke signals

**Cub # 2:** Oh yes Mike, what do they say?

**Cub # 3:** Help.....My.....Blankets.....On.....Fire.

### The long and short of creating Dwarfs & Giants

*San Gabriel, Verdugo Hills & Long Beach Area Councils*  
An enormous amount of fun can be secured from the making of a dwarf and a giant. In either case very little in the way of apparatus is required. When making a dwarf, hang two curtains in an open doorway. In front of the curtains a small table is placed. The table should have some kind of drapery hanging down to hide the legs. It is also a good thing to have a curtain between the audience and the table so as to hide things until the performers are ready for the show. For the actual making of the dwarf, two persons are needed, one of whom is taller than the other. The tall individual should disguise his face in some way by means of a silly hat, a wig, or a mask. Over his hands he puts a pair of socks and shoes. The shorter of the two people now stands behind and thrusts his arms forward under his companion's armpits. A tunic of some kind, such as a child's dress, is fastened around the neck of the tall individual while the arms of the short person are pushed through the sleeves of the tunic. The

shoe-clad hands rest on the table and form the feet of the dwarf. After bending forward, the curtains are pinned securely above the head and are arranged close to the tunic at the side. In this way, nothing can be seen by the audience but the head, the arms, and the hands, which look like feet. The hands of the smaller person really seem to belong to the owner of the head and legs. It is a good idea to have a third person to pull back the front curtain and introduce the dwarf. When all is ready, the curtain is pulled aside and the show begins. If the owner of the hands remembers that these are playing the part of the legs and feet, the illusion can be kept up almost indefinitely, and the dwarf dances about in a most realistic manner.

For the making of a giant, a small boy is needed. He should take up his position in a crouching attitude on a chair. Get a pair of men's trousers and stuff these with paper so as to make them look as if they contained legs. Pin, the upper part of these to the knees of the boy, and then at the bottom insert a pair of boots. Put a long coat on the boy, which comes down well over the trousers. Let him wear a man's hat and if any kind of whiskers can be put on his face so much the better. If the coat and trousers are arranged with care the chair is completely hidden from the onlookers who are in front. The impression is exactly that of a funny little man. When the time comes to display the giant the boy slowly starts to rise to a standing position. The audience sees the dwarf grow up before their eyes into a tall man, and few can detect how the trick is done.

## CLOSING CEREMONIES

### Indian Prayer Closing Baltimore Area Council

**Personnel:** Either a different Cub to read each verse or the Cubmaster reciting the whole poem.

Morning Star wake us, fill us with joy.  
To new days of growing to man from boy.  
Sun, with your power, give us light,  
That we can tell wrong and do what's right.  
South wind, we ask, in your gentle way,  
Blow us the willingness to obey.  
North wind, we ask, live up to thy name,  
Send us the strength to always be game.  
East wind, we ask, with your breath so snappy,  
Fill us with knowledge of how to be happy.  
West wind, we ask, blow all that is fair,  
To us, that we may always be square.  
Moon, that fills the night with red light,  
Guard us well while we sleep in the night.  
Akela, please guide us in every way.  
We'll follow your trail in work or play.

### Happy Trails Baltimore Area Council

**Leader:** The Native Americans explored the mountains first. Then our pioneer forefathers blazed new mountain trails. Then the European immigrants followed. With each new person came new experiences and new challenges in the mountains.

- Cub # 1:** Our trail is the Cub Scouting Trail, and our experience is the fun and adventure of Scouting.
- Cub # 2:** Our challenge is to be good Scouts, good friends, and good neighbors. Our future is to explore the world around us, moving down the trail from Cubs to Boy Scouts.

### My Cub Scouting Light

*San Gabriel, Verdugo Hills & Long Beach Area Councils*

**Equipment:** 3 candles

**Personnel:** Narrator (a Den Chief or an older Cub Scout) and two younger Cub Scouts

**Den Chief:** This is my Scouting light...it is all I know and it is all I can do. If I pass this knowledge on to another (*lights 1st Cub Scout's candle with his*) what you will have is a greater light and two of us who know and can do more.

And if he were to pass his knowledge and his Scouting light to another (*1st Cub Scout lights the 2nd Cub Scout's candle with his*), there is even more light and knowledge.

You will notice, too, I have given my Scouting light to others, but my own light burns just as brightly. Let us all share Scouting light.

### Outdoor Code

*San Gabriel, Verdugo Hills & Long Beach Area Councils*

**Personnel:** Leader in Uniform, song leader, Pack

**Equipment:** U.S. Flag, a copy of the Outdoor Code and the song "God Bless America" for everyone to read and sing along.

**Setting:** The leader emphasizes the importance of the right attitude toward the natural resources of our country. The leader then uses the Outdoor Code as a responsive reading, with the pack giving the responses. At the end all sing "God Bless America" as the flag is held aloft or lowered slowly.

**Leader:** As an American, I will do my best to be clean in my outdoor manners -

**Pack:** I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of America's waters, fields, woods, and roadways.

**Leader:** Be careful with fire -

**Pack:** I will prevent wildfires. I will build my fire in a safe place, and be sure it is out before I leave.

**Leader:** Be considerate in the outdoors -

**Pack:** I will treat public and private property with respect. I will remember that use of the outdoors is a privilege I can lose by abuse.

**Leader:** Be conservation minded -

**Pack:** I will learn how to use good conservation of soil, waters, forests, minerals, grasslands, and wild life; and I urge others to do the same. I will use sportsmanlike methods in all my outdoor activities.

**Song Leader:** Let us close by singing "God Bless America".

*As everyone sings the flag is held up in front of the audience; or, if the flag is being flown from a flag pole, about halfway through the song the flag is slowly lowered and scouts dismissed.*

## Cubmaster's Minute

### Campfire Closing

*Greater St. Louis Area Council*

Give each person a sprig of dried cedar, pine, juniper, etc. If using an artificial campfire indoors, use toothpicks.

**CUBMASTER:** The light from hundreds of campfires around the world has brightened the Cub Scout spirit for many years. Tonight, we have enjoyed the warmth and cheerfulness of our campfire as one Cub Scout family. As the campfire dims, its glowing embers are reminders of the fun and fellowship we have shared. I ask that you now walk slowly past our campfire in silence, throw your twig upon the embers, and think of what Cub Scouting means to you. Then please leave our council ring, remaining silent. Good Night.

### As The Flames Point Upward

*Greater St. Louis Area Council*

**SETTING** - This is perhaps the most compelling of the opening phrases. It calls for dignity and it sets the pattern.

The campfire audience is brought to the alert, the Cubmaster walks in and stands a few yards behind the fire, which must be lit, and burning well, otherwise the words are a mockery.

When the Cubmaster comes to the words, "As the fire warms the circle so may the Scout ideal" his hand should go out over the fire, making the Scout sign.

As the flames point upwards, so be our aims;  
As the red logs glow, so be our sympathies,  
As the gray ash fades, so be our errors,  
As the fire warms the circle,

So may the Scout ideal warm the world.

It's not much use to grumble or complain

It's just as quick and easy to rejoice,

When God sorts out the weather and sends rain,

Then rain's our choice

Comes the last day of many days,

The last Camp Fire of all too few,

Last - but not lost.

In the years ahead,

These times our memories shall renew.

### Spirit of Scouting

*Great Salt Lake Council*

The Spirit of Scouting is within each boy. The Promise and the Law are both part of it, and so is pride. Pride in one's self, his den and pack, his family and nation; pride in his accomplishments. The awards are hollow and meaningless unless he met his trials with determination and did his best to overcome them. The pack and its leadership exist only for the boys, to challenge them to bigger challenges and honor them for their accomplishments.

### Real Strength

*Baltimore Area Council*

America's history is dotted with famous people – men and women and even children. We gain inspiration from their stories. America's strength has always been in her people. It took character to survive that first winter in Plymouth, and another bad winter at Valley Forge.

It took character to put belongings into a rickety old wagon and push off into a land of vague promise. It took character to tell a nation that slavery was wrong.

Because character is needed today more than ever before, the Boy Scouts of America is concerned about building strong character in boys. This theme, American Folklore, is a good way to hear examples of great character.

The BSA wants to help guarantee that America is as strong in the space age as it was at its birth. Please join in singing, "God Bless America.

### Rudyard Kipling

**Cast:** Akela (Cubmaster)

**Akela:** Now our Cub Scout safari is ending. Let's say good night with a verse from Rudyard Kipling, who wrote The Jungle Book and gave me my name of Akela:

"Wood and water, wind and tree,  
Wisdom, strength, and courtesy,  
Jungle favor - go with thee!"

Good night, Pack.

### Closing Thought

*Baltimore Area Council*

Some real heroes' lives have become folklore stories over the years. (Give examples if you wish – Davy Crockett, Daniel Boone, Pecos Bill) The tales of these exploits may have grown larger than life but the examples they provide give us all a dream for the future of our world.

### Another Chapter

*Baltimore Area Council*

*Leader walks over to the fire, holding a large open book.*

Let us close this evening by placing a bookmarker in another chapter of our "Campfire Tales." (Puts the bookmarker inside and closes the book)

But let us come together again next month, and re-open our book to proceed with the next chapter. Good Scouting to all of you.

## WEBELOS

## NATURALIST OUTDOOR GROUP

*Greater St. Louis Area Council*

No matter where you live, there is a world of undiscovered secrets of nature still waiting to be explored. A naturalist is a student of natural history that includes the many found in nature. The Naturalist activity badge is concerned mainly with plants or animals. This badge helps the Webelos Scouts learn about the world of nature and develop an appreciation for it.

A naturalist stands like Columbus on the prow of his ship with a vast continent before him except that the naturalist's world can be at his feet... a world to be discovered. It could be in the boy's backyard, a nearby park, the woods, fields or even a country roadside. It is inhabited with many kinds of insects, birds, plants, animals, trees, and other forms of life.

A boy's interest in this badge may lead him into a hobby or vocation. It will help him prepare for the new adventures in the world of nature which he will find in the Scout troop.

**Pack and Den Ideas**

- ✓ Make an insect study laboratory
- ✓ Make bird feeders of houses and observe the birds who use them
- ✓ Make terrariums
- ✓ Start a nature collection
- ✓ Invite a conservationist to visit den meeting and talk about some phase of nature
- ✓ Make a leaf collection... and some leaf prints
- ✓ Learn to identify poisonous plant and reptiles
- ✓ Take a bird watcher's hike. Identify birds. Make note about location, species, etc.
- ✓ Make a bird migration map
- ✓ Study wildlife homes
- ✓ Collect tadpoles; keep in aquarium and watch them grow
- ✓ Make a list of all plants in a given area
- ✓ Take a nature hike and look for animal tracks. Make plaster casts of the tracks
- ✓ Make a net and go insect hunting for an insect zoo
- ✓ Visit the zoo.
- ✓ Observe fish at night. Put a flashlight in a plastic bag and seal it. Attach a string and place in a stream or lake. Watch the fish that are attracted to it.

**Skits**

**Hiking with Bugs**

**Personnel:** 6 Cubs (Cub 2 should be the smallest).

**Equipment:**

A tent set up as in the out of doors,  
2 small flashlights.

**Setting:** 4 very tired and dirty Cubs, are scratching and examining their bites

- CUB 1:** Boy am I glad to be back from that hike. I'm tired.
- CUB 2:** The mosquitoes must have called up all of their relatives and told them we were coming. I've been eaten alive.
- CUB 3:** They said a day hike, not an all day hike. Not only were we out near the river, but we were out all day. Gave those critters too much of a chance to eat at me.
- CUB 4:** I feel the same way. I couldn't feel worse if I'd been run over by a semi-truck.
- CUB 1:** Bugs! Bugs everywhere. I wouldn't mind if they didn't itch so much.
- CUB 3:** The blisters don't hurt as much as the itch itches.
- CUB 4:** Those insects hadn't seen human being in years. Here put some of this on all the spots. (Boys pass around a first aid ointment. Little lights start flashing in the dark, use 2 boys waving small flashlights)
- CUB 2:** We'd better get inside our tent now! The bugs are out looking for us with flashlights.

**Games**

**Animals**

You will need:

- Drawing paper/chalkboard,
- Markers/chalk, and
- Prepared list of animals

- ✓ Divide the Den into two teams, which line up relay fashion.
- ✓ In front of each team is a large sheet of blank paper.
- ✓ On signal, the first boy on each team runs to a leader who whispers the name of an animal.
- ✓ The boy goes to the paper and draws his subject.
- ✓ When his team members recognize the animal he draws, the next player runs to tell the leader.
- ✓ If correct, that next player is given the name of another animal to draw.
- ✓ If not, the first boy continues his drawing until his team guesses right.
- ✓ Continue until all players have had a chance to draw.

**Ani-mammal Conference-**

**Equipment:** Construction paper; scissors

**Formation:** Pairs

Each person is given a cut-out piece of construction paper with the name of an animal (e.g. mouse; long tail).

The group is them put into pairs so that, for example, a rooster and a giraffe are together.

Each pair tries to figure out a name of their animammal (e.g. Giroosteraffe).

Pairs can then set out to try and guess the names of other ani-mammals in the group.

**Tadpoles**

**Equipment:** 1 ball, whistle

- ✓ The Group divides into two teams.
- ✓ Team A stands in a circle with one Scout in the center, holding the ball.
- ✓ Team B stands in line, like the tadpole's tail, coming from the middle.
- ✓ When the leader calls 'GO', the Cub in the center of the circle starts to throw the ball to his team, one by one. Meantime, the Scouts in Team B in turn run around the circle and back to their places.
- ✓ When the last Scout in Team B is back in his place, the leader blows the whistle and Team A stops.
- ✓ Team A says how many throws the Scout in the center has made and when the teams change places,
- ✓ Team B tries to beat Team A's score.

**Crafts**

**Insect Zoo**

In addition to the insects listed with the requirement in the Webelos Scout book, beetles, caterpillars, and termites may also used. When setting up your "insect zoo" you should keep the following things in mind:

1. Make sure when collecting any of the suggested insects, that you collect and keep them during the months when there is plenty of food for them. During the winter months, it is difficult to keep them alive because the unavailability of natural food.
2. Care should be taken not to allow the "zoo" to become contaminated with uneaten food and waste materials.
3. If soil is used, it should be kept moist not wet- by sprinkling or spraying many times a day.

4. Make sure you do not overcrowd. Make a Terrarium- An old fish tank makes a great terrarium. It doesn't matter if it leaks because you are not going to fill it with water. If you use an old fish tank, place a sheet of glass on top over rubber washers to allow air space between top and sides.

You can also make your own terrarium from window panes. Tape the panes together as a glass-sided box. Place this on a board and mark the outline of the glass sides. Cut a 1/2" groove in the board in which to set the sides. Tape a glass lid to the top on one side so that you can raise or lower it. Painting a scene on the back of the terrarium adds much to its appearance. You could cut appropriate scenes from a magazine and paste them on. Paint or paste scenes on the outside of the terrarium so that your pet will not scratch it off and ruin it.

**Plants**

Mosses are good plants to collect for terrariums. Make sure you put enough water in the terrarium to prevent the moss from drying out. It is every bit as important, that you do not put too much water in the terrarium or the plants will die from being rotted my molds and other fungal organisms. Many kinds of grasses can be used in terrariums. Many times, the unusual or larger kinds of wild plants do not survive in a terrarium because the root may be injured during transplanting, or too much water, too rich soil, or too warm of temperature.

**Animals**

Frogs, toads, salamanders, and lizards are easy animal to keep in a terrarium (Toads do exude an offensive odor). Common insects can be placed in the terrarium with these animals for food.

**Activities**

**Bug Match**

- Have someone cut out a bunch of different insect pictures and mount them on paper to hang around the Pack Meeting room. (Make sure you know the names of the different bugs.)
- Label the pictures with letters or numbers.
- Hand out sheets of paper with the names of the different bugs listed in a mixed up order.
- Ask people to match the pictures with the names.
- After the opening ceremony, read off the answers and ask everyone how they did.
- Give an appropriate cheer/applause to the one(s) who got the most matches.

**Rare Bird Facts**

Fill in the correct answer(s).

1. What is the fastest flying bird?  
\_\_\_\_\_
2. How high can birds fly?  
\_\_\_\_\_
3. What is the Nebraska State (*Insert your state, please*) Bird?  
\_\_\_\_\_
4. What bird has become extinct in the last 75 years?  
\_\_\_\_\_

5. Why do all birds build nests?  
\_\_\_\_\_
6. Name three "major league" birds.  
\_\_\_\_\_
7. Which birds can fly backwards?  
\_\_\_\_\_
8. What bird is known for its famous deliveries?  
\_\_\_\_\_
9. What is the largest bird in North America?  
\_\_\_\_\_
10. What is the smallest bird in the world?  
\_\_\_\_\_
11. List three birds that cannot fly.  
\_\_\_\_\_
12. What color is a bluebird?  
\_\_\_\_\_

**Answers - Rare Bird Facts**

1. Swifts have been timed at 200 mph.
2. A vulture has been seen flying at 25,000 feet, but most birds rarely fly above 3,000 feet.
3. Western Meadowlark
4. Passenger Pigeon
5. Birds build nests to "house" their eggs while they incubate
6. Blue Jay, Cardinal and Oriole
7. Hummingbirds or any bird using fluttering flight
8. Stork
9. Trumpet Swan
10. Bee Hummingbird of Cuba - 2.25" long
11. Kiwi, Penguin, Ostrich, Emu
12. It appears blue because of reflection and diffraction of light due to the structure of feathers

*Southern NJ Council*

Naturalist is spending time with nature. Take some time to explore nature's world around you along with your boys. Don't know the name of a particular kind of bird? Make one up and see if you can identify it later. The main thing is don't be afraid just have fun.

**Hidden Nature Items**

In the following sentences you will find hidden the 15 words listed below. They may be contained within one word or parts of several words. Circle each one as you find it.

Example: The **g**rasshopper jumped high.

grass	bee	tree	flower
fly	bug	leaf	carrot
lizard	garden	plant	
frog	acorn	leaves	
ant	worm	bush	

1. The **ant**ics of the clown made everyone laugh.
2. Lindbergh was a famous flyer.
3. Liz Arden was **pal**e after being sick.
4. He didn't plan to leave so fast.
5. If Roger goes to the park I'll go also.
6. The camp lantern does not work.
7. The car rotates badly when driving through slippery mud.
8. Be easy on yourself, relax for awhile.

9. The dune buggy went fast.
10. A corny joke can be so unfunny that it's funny.
11. The best reeds were picked for basket making.
12. When Mr. Van Gard entered the room everybody looked his way.
13. Alight dew or mist helps water the greenery in the park.
14. He picked a bushel of apples from the orchard.
15. The lava flow erupted from the volcano.

#### Nature Theme Riddles

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

#### Wildlife As Pets

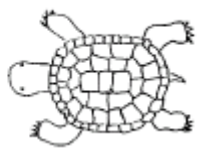
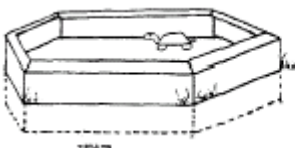
Keeping an animal is a tremendous responsibility. You are responsible for that animal's health and happiness. Not meeting those requirements for the animal can have tragic consequences. Be sure you have the time, the patience, and the resources to keep that animal healthy and happy before you take it home.

Generally speaking, wild animals do not make good pets. There are enough kinds of domestic animals to choose the right kind for your household. But you can learn a lot about animals by watching them as they eat and live. So, a good plan would be to keep them for a short time and then turn them loose so that they can go about the business of being wild animals taking part in the web of life. Now here are some animals that you could keep long enough to learn about them.

Just remember, they do not like to go without food or water any more than you do, and that they will be happier in a clean cage or aquarium. Also, be sure that they have a place to hide and feel safe.

#### Turtles

Nearly everyone finds turtles around their home each year. If you put scraps out in the same place every day, the turtle will show up for breakfast almost every morning during the summer. If you decide to keep one for a while, make sure that they have a place to sun, and a place to get out of the sun. A water dish sunk into the ground so that they can crawl in and sit in it is a good idea. A pen in the yard is usually the best place. Turtles love vegetables and fruit, tomatoes and melon rinds. They also need protein. Canned dog food should be fed to them first, with the vegetables for dessert. Do not keep them after Labor Day.



#### Bird Bakery

A simple bird feeder can be made out of two jar lids, a long nail and a donut. Find two lids about the same size as a donut. They can be either metal or plastic. Use a nail with a large head, and pound it into the center of each lid. You may have to work it a bit to get it through. (Be sure pounding is done on a thick board or on the ground.) To put the bird bakery together, stick the nail through one lid, through the donut hole, then through the second lid. Using pliers, bend the point of the nail as flat against the bottom of the lower lid as you can get it. This will hold everything in place, and also prevent injury to the birds that will use it. You might want to put a strip of filament tape across the sharp point of the nail. If the nail is too thick to bend, wrap tape around the end several times or tap the nail into a small piece of wood. Tie a string to the head of the nail and the feeder is ready to hang. Then check every few days to see if the donut needs replacing. You can use another donut, a bagel, dry dinner roll or even an apple.

#### Wormy Experiment

Try this experiment to show your den how worms work. Put four to five inches of rich soil in a large glass jar with a half-dozen earthworms. On top of the soil, put an inch of light sand. Sprinkle corn meal on the sand. Wrap black paper around the jar to shut out light. At your next den meeting, take off the paper and see what has happened. The worms will have moved dark soil up into the sand and sand down into the soil. You will see tunnels along the glass marking their travels. Explain that the worm's tunnels bring oxygen and nitrogen to nurture life and that the tunnels help the soil hold water.

#### More Outdoor Observation

Following is a list of things you can ask boys at an outdoor meeting. Or maybe you would like to use one or more of these questions or activities in a short den opening or closing at each den meeting this month.

1. What is the farthest thing you can see from here?
2. Find a seed that floats in the breeze.
3. Find a seed with wings.
4. Find a seed that sticks to you.
5. Find 3 things made by man.
6. Listen! Do you hear –
  - a. a bird
  - b. a cricket
  - c. distant car
  - d. Anything?
7. Can you find 2 things that are white or any color besides green?
8. Look at moss through a magnifying glass.
9. Find a picture in the clouds.
10. How many different shapes of leaves can you find? Round, oval, long, heartshaped smooth edges, toothed edge, etc.

#### Nature Lore Trail

Make up your nature lore trail using the features of your site. The trail outlined here could be laid out in a park, picnic area, or wooded area. Before you begin, - tell the boys this is not a speed contest. Give each boy a score card, listing each station. The den leader at each station marks the boy's score

card. Although the stations are numbered, they need not visit them in order, as long as an adult is there to mark the score.

**Station 1:** "Be quiet for 2 minutes. Listen to all the sounds of nature. Write them on a piece of paper and give it to the leader when the time is up. (Boys should hear such things as buzzing insects, wind in the trees, bird songs, etc.) Scores 1 point for each valid noise.

**Station 2:** The Cubmaster has not slept for 3 days. His doctor says that he needs a sleeping potion made up of the following: 10 dandelion seeds, a bird feather, a fly, an oak leaf, 2 caterpillars, a maple twig, 5 pine needles, etc. (List about 10 items in your area within 20- 30 paces) Scores 1 point for each valid item seen.

**Station 3:** Within 15 paces, you will find some items of an unnatural nature. For example, leaves on trees that don't belong there, oak leaves on tulip tree, pine cones on an oak, etc. Score 1 point for each freak discovered.

**Station 4:** Within 10 paces of this spot is an insect home. Find it, and tell what the insects are. Score 5 points for discovery.

**Station 5:** Pick up a leaf or bit of grass and the toss it in the air. What is the wind direction? Score 2 points for correct answer.

**Nature Demonstration**

**1. Nature is Beautiful.**

Show the beauty of the leaf; it's shape, its veins and symmetry.

**2. Nature is Useful.**

Have several small sticks of wood. Tell how wood has many times saved men's lives by either providing warmth, fire for cooking or shelter.

**3. Nature has Mystery.**

Show the mystery of a bird's nest. Why do different birds build different nests?

**4. Nature has Magic.**

Cut into an apple crosswise and show the "star" shape that holds the apple seeds. Hold up a seed and explain the magic that this small seed can grow into a large apple tree and bear fruit we can eat.

**5. Nature is a Teacher.**

Prepare a model of a kite. Explain Ben Franklin's experience when he discovered electricity with his kite and key.

**6. Nature has History.**

Secure a stone with a fossil in it and talk about how this happens.

**7. Nature is Fun.**

Show a fishing pole. Tell a "Whopper" of a fish story.

**8. Nature is Life itself.**

Very simply and without much flourish, drink a glass of water.

**9. Nature is the Future of Mankind.**

Prepare 2 cardboard boxes in advance: One box has soil in it, the other has a piece of healthy sod in it. Using the box which had only soil, tilt it up and pour water into it, showing that the water will run off and leave

gullies in the dirt. Using the other box to demonstrate that the water does not runoff the sod retains the water.

**All mankind is separated from oblivion by 3 inches of top soil.**

**Bees, Bugs and Butterflies**

Have you ever walked through a park or meadow on a bright sunny day feeling like you are the only one around. Well, when we are outdoors, we are never alone.

There are thousands of tiny animals, called insects, surrounding us at all times.

There are more than 800,000 types of insects with more being discovered all the time. Butterflies, bees and ladybugs are only a few of the more commonly known insects.

All adult insects have three main parts to their bodies the head, thorax and abdomen. All insects have antennae, also. Most of them have one or more sets of wings. But, one way to tell an insect from any other type of animal is to count it's legs. Adult insects always have six legs, no more and no less. This way we know that spiders are not insects because they have eight legs.

Insects make good pets. They do not require much space and are easy to care for you will find insects almost anywhere. Look in flowers, on leaves of trees and plants, under bark, stones or logs, and in under ground burrows.



Make an insect cage and catch an insect to observe. Here are a few feeding tips.

**Ants** - drops of honey or bits of raw meat, apples, and bananas

**Grasshoppers** - fruit and vegetables

**Praying Mantis** - aphids and fruit flies

**Lady Bugs and Beetles** - aphids, fruits and boiled potato

**Crickets** - raw vegetables, fruit, dog biscuits and crackers

**Bees and Butterflies** - Should be set free to find flower nectar.

All insects need water. Place a few drops of water on a leaf, inside the cage, daily.

Insect cages can be made from large glass jars and netting material. Oatmeal boxes, using a piece of nylon screen, also works well. Always place some grass, leaves or twigs inside your cage for the insects to climb on. In an insect cage, you can watch your insect's life cycle. Admire its beauty and see how it changes.

**Games**

**Mother Nature's Housing Developments:**

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

**Mixer Nature Game:**

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

**Measuring Worm Race:**

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

## FORESTER OUTDOOR GROUP

*Be sure to check out the International Paper site listed under Web Pages to obtain FREE materials for helping you with Forester. I received my copies very fast. The posters and activity materials are great. International Paper did a great job. Thank you so much. CD  
St Louis Area Council*

The Forester Activity Badge is part of the Outdoor group. The Webelos Scouts will learn how to identify the trees around them, how trees grow, and how to prevent forest fires.

At one time, both the east and west coasts of the United States formed a continuous changing, forest of trees ranging from pines to palm. Then, in a period of 350 years these forests came down and in their place rose eroded hillsides, flooded plains, and dead animals. The small areas, of forested land left are in danger of being destroyed by the advent of asphalt, pollution and people. The purpose of the Forester badge is to teach the boys to respect one of the few things that serve people while they live and after they die...trees.

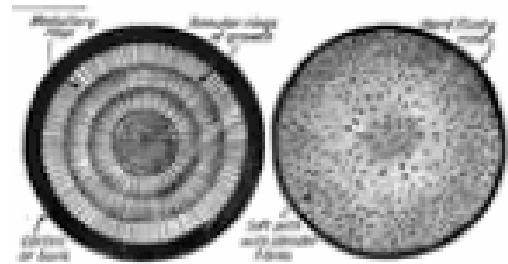
**Objectives:**

- ✓ To make boys more observant and appreciative of trees.

- ✓ To instill the idea of conservation in WEBELOS Scouts.
- ✓ To teach boys the value and uses of trees.
- ✓ To make WEBELOS Scouts aware of devastation due to wildlife.

**Pack and Den Ideas**

- ✓ Visit a lumber yard, a sawmill, or a tree farm.
- ✓ Spend a den meeting teaching WEBELOS Scouts how to measure tree heights (see Official Boy Scout Handbook).
- ✓ Contact a local tree service and see if you arrange to have the den watch a crew "in action".
- ✓ Plant saplings in the spring as a conservation project.
- ✓ Make a tree exhibit "from roots to fruit: for a pack meeting.
- ✓ Make a tree identification kit for your den from strips of bark, leaves or needles and cones or seeds.
- ✓ Plant a tree.
- ✓ Find a tree stump or log section and count the annular rings. As you study them, can you tell what years were poor ones for growth, perhaps because of drought?



**Ceremonies**

**Suggested Props:** Leaf (real or made from paper, cardboard or cloth).

**Presentation:** Present boy with leaf award at the beginning of the meeting.

**Skits**

**The Trees**

- ✓ All the boys except one lined up in a row facing the audience, spaced at least three feet apart.
- ✓ The remaining boy is the narrator.
- ✓ An adult "volunteer" is selected; usually this is the Cubmaster.

*To avoid gray area concerns, the "volunteer" should be selected ahead of time and briefed on the skit and the punch line. Make sure he or she says it is all right and that they will go along with the gag. Commissioner Dave*

- ✓ He/ She is instructed to stand off to the side until he hears the word spring. That is his cue to start running between the trees for a few minutes.
- ✓ The audience is first told the boys are trees during the summer.
- ✓ Their Branches are strong and sturdy, and they are full of leaves providing shade to the forest animals.
- ✓ While the narrator is talking, the "trees" raise their arms and mime what the narrator is saying.



- ✓ Next the audience is told about a tree in the fall and how it begins to lose its leaves. The "trees" should begin to sag their branches.
- ✓ Next the audience is told about a tree in the winter time and how the wind howls through their bare limbs. Someone can supply the sound effects if you desire, and the boys should be moving like their is a large gust of wind pushing them around.
- ✓ Finally, on cue as you say the word spring, have the volunteer move quickly between the trees several times.
- ✓ You will finish the skit by saying "..... And also in the springtime, notice how quickly the sap runs through the trees."
- ✓ This skit can be as long or as short as you want to make it. As each season is discussed in as much detail as you want.
- ✓ The trees should be mimicking what the narrator is saying. Make sure the narrator places emphasis on the word Sap, so the audience reacts quickly to the gag.

**Games**

**Tree Trivia**

See if you can guess what kind of tree it is with the clues provided.

- |  |                  |
|--|------------------|
| 1. This tree comes in twos               | (Pear)           |
| 2. This tree is nearest the sea          | (Beech)          |
| 3. This tree is a romantic evening for 2 | (Date)           |
| 4. This tree keeps you warm              | (Fir)            |
| 5. This tree was an Egyptian plague      | (Locust)         |
| 6. The tree we offer when we shake hands | (Palm)           |
| 7. This tree is used in kissing          | (tulip)          |
| 8. This tree is always crying            | (Weeping Willow) |
| 9. This tree is a Colorado ski slope     | (Aspen)          |

**Tree Products**

Match the products on the left to the appropriate tree on the right.

- |                                    |                 |
|------------------------------------|-----------------|
| 1. baseball bats, tool handles     | a. redwood      |
| 2. furniture, lumber, barrels      | b. black walnut |
| 3. paper, soft lumber (derby cars) | c. pines        |
| 4. gunstocks, cabinets             | d. maples       |
| 5. bowling alley lanes             | e. ashes        |
| 6. lumber for outdoor decks        | f. oaks         |

*The St. Louis Pow Wow Book did not have the answers for this quiz. I figure they wanted the Webelos to do the research not just be given the answers. If someone sends them to me, I will publish them next month. CD*

**Crafts**

**Dry Leaf Collection**

Put each leaf between a separate sheets of newspaper. Put several folds of newspaper on top of and underneath the sheets you are using to press the leaves. Put something heavy on top until the leaves are presses out and dry.

**Crayon Print**

Lay a leaf on the table with vein side up. Put a clean sheet of paper on top of it. Hold the leaf in place with your hand and make parallel strokes back and forth over the leaf with your crayon until the print shows on your paper.

**Ink Pad Leaf Prints**

Put a leaf, vein side down, on your ink pad. Cover it with a piece of newspaper and rub your hand back and forth over it. Then put the leaf, ink side down, on a clean sheet of paper. Put a newspaper over it again and rub. Paraffin Coated Leaves  
Melt paraffin in a double boiler. When it is melted, turn off the heat. Dip one leaf at a time into the melted wax. Shake off the extra drops of wax into the pan. Hold the leaf until the wax hardens, then lay it on waxed paper. Using this method, you can get the leaves in their green color, or in the brilliant colors of autumn.

**Activities**

**Forester**

Sung to "Rock-a-Bye Baby"

Out in the forest, under the trees,  
See the Scouts trekking, finding species,  
This tree is familiar, this one is not,  
Don't touch that ivy, or you'll get some spots.  
The trees are both useful, To wildlife and birds,  
They give them a home and, food for the herd.

**Bark Rubbing**

**Needed –**

- a tree,
- a piece of construction paper,
- a piece of screening 7-1/2" by 12-1/2",
- masking tape, and
- a crayon.

**Directions**

1. Find an interesting patch of bark, and tape the construction paper over it.
2. Holding the crayon flat side against the tree, rub up and down over the paper, pressing firmly. Keep coloring until you get an interesting pattern.
3. Remove the tape and inspect your bark rubbing. Try different trees, and look at the different patterns you get.

*Southern NJ Council*

Unless you are an avid gardener or outdoorsman, you may need a little more information to prepare you for this badge. There are some excellent free resources out there. Here's just a few:

The United States Department of Agriculture, Forestry Division, will send you a publication called "A Guide to Your National Forests", showing all the national forests and national grasslands and other lands administered by the U. S. Forest Service. The back of the map is chock full of information about the forest service.

Write to them at the address below and request publication FS-418, "A Guide To Your National Forests":

U.S.D.A.-Forest Service  
201 14th St., SW  
P. O. Box 96090  
Washington, DC 20090-6090

The U. S. Forest also will send you these publications if you write to the address below and request them: "Keeping Trees

Healthy" (no. A7800430), "Trees Are Valuable" (no. 7800429) and "Planting A Tree" (no. 7800428). Write to:

Forest Service, USDA  
P. O. Box 2417  
Washington, DC 20013

GLOBAL RELEAF is a program of the U.S.A.'s oldest nonprofit conservation organization, American Forests. Write and request their comprehensive information package:

GLOBAL RELEAF, P. O. Box 2000,  
Washington, DC 20013-2000

The NATIONAL ARBOR DAY FOUNDATION offers several publications and will send them to you if you write to them at this address:

The National Arbor Day Foundation  
100 Arbor Avenue  
Nebraska City, NE 68410

#### Activities:

- Hug A Tree** - When out on a hike, pair the boys and have one blindfold the other. The blindfolded boy is led to a tree and allowed to feel the tree for a minute or two so he will be able to later identify it. Once he is lead back to the starting point, the blindfold is removed and he is free to find his tree. After identification takes place, the boys reverse roles.
- Match The Pairs** - Once a few trees have been identified, collect a leaf and a small branch from these trees (make sure you have permission to do this). Give the boys the opportunity to study the matched pairs and then mix them to see if they can match the limb with the leaf.
- Measuring The Tree** - It is important for a forester to know how big trees are so they know how much wood they contain and how much room it takes to drop them. Two instruments are needed for these measurements. This could be a den activity before going to the field. A piece of ribbon that has marks every 3.14 inches and numbered consecutively. When wrapped around a tree (done at 4 feet above the ground) it will tell the diameter of the tree. A regular tape measure will work, divide by 3.14. The other important tool a forester use is called a cruising stick. The cruising stick is marked every 6.15 inches. Standing 66 feet away from the base of the tree, hold the stick 25 inches from your face and align the end of the stick with the bottom of the tree and see where the top of the tree falls on the cruising stick. Each 6.15 inch mark equals 16 feet. If the tree falls half way between the first and second mark, then the tree is about 24 feet tall.
- Leaf Hunt** - There are many terms for identifying trees - lobed, toothed, simple, alternating, etc. List the terms on a sheet of paper and have the boys scour the woods for samples of these different terms.
- Leaf Collection** - The leaf hunt activity can lead to an interesting collection for the boys. Leaves can be preserved in many ways. They can be placed in a book to be pressed and dried. A simple leaf press can be built out of two pieces of plywood with bolts and wing nuts.

Cardboard or heavy paper should be placed between the leaves.

- Trace A Leaf** - Using a flat hard surface, like a clipboard, to place a piece of paper. Place the leaf under the paper and rub a crayon over the leaf. Hold the paper against the trunk of a tree to make an impression of the bark.
- Report** - Have each den member choose a different tree found in your area and write a short report. Sample of leaves, seeds, and bark rubbings could be included. Tell the boys they should include any uses the tree has, where the tree can be found besides here, how big the tree normally grows and any other information they would like to include.
- Field Trip** - Arrange a trip to a lumberyard or sawmill. This can be very informative. The boys should learn about different woods and their uses, how woos is processed, and possibly about the different characteristics of wood. Commercially available wood can be divided into two main classifications: Hard and Soft. This can be confusing to the boys because these terms when used this way, do not mean the relative hardness or softness of the wood. Hardwoods come from deciduous trees (broadleaf) and softwoods come from conifers (evergreens). Balsa wood, which most boys are familiar with is a hardwood but is very soft and light. Yellow pine is a softwood, but is very hard and heavy.

#### JUNIOR FOREST RANGER QUIZ

- Campfire permits are required for: (a) indoor fireplaces; (b) outdoors areas depending on local laws; or (c) lighting Halloween pumpkins.
- The safest way to start a campfire is with: (a) a pile of leaves; (b) gasoline; or (c) small pieces of kindling wood.
- The best place to ask where forest campfires can be built is: (a) sheriff's office; (b) sporting goods store; or (c) ranger or fire warden stations.
- When staying overnight in the forest, before going to bed you should: (a) place heavy logs on the fire; (b) put out your campfire; or (c) arrange to get up every 2 Hours to check the fire.
- When you see a bear in the forest, parks or zoo, you should: (a) pull his fur, (b) chase him with a stick; or (c) stay away from him. Do not feed or pet him. Bears are wild animals and considered dangerous at all times.
- To cook properly over a campfire, you should: (a) cook over the flames of a large fire (b) build a small fire and cook over the hot embers; or (c) burn a lot of paper to make the fire hot.
- The best way to put out a campfire is: (a) inside a rotten log or stump; (b) under a green tree; or (c) in a dear open space away from trees.
- For camping or burning trash, the following is the most important and practical tool to carry in a car. (a) shovel; (b) bucket of water or (c) wet blanket.

9. If a fire gets out of hand, you should: (a) get your parents and run to your car and drive away; (b) report it immediately to a forest ranger; or (c) get other Jr. Forest Rangers to come fight the fire.
10. If your clothes happen to catch on fire you should: (a) keep calm, do not run, roll a blanket around you to smother flames (if no blanket is handy, just lay down on the ground and roll to smother the flames); (b) run for help; or (c) jump up and down really fast.
11. Camp matches should be: (a) kept in a metal container, (b) stored near outboard motor fuel; or (c) placed in the hot sun.
12. The safest way for an adult to light a cigarette is: (a) use a cigarette lighter (b) strike match on a nearby rock; or (c) use paper book matches and throw into grass when finished.
13. A person who is careless and starts a forest fire: (a) is made honorary fire chief; (b) receives a fire prevention award; or (c) can be fined and sent to jail.
14. Well-managed forests give us: (a) Smoky Bear; (b) wood, water, wildlife, grass and outdoor fun; or (c) just lumber, paper, and walnuts.
15. A match or cigarette thrown from a car window: (a) is permissible if no one is looking; (b) is permissible if it looks like it has gone out; or (c) is never safe.
16. A windy day is a good time: (a) to burn trash; (b) to start a campfire; or (c) not to start a fire.
17. A trash burning incinerator should be: (a) well equipped with a good spark arrester; (b) placed under a tree for shade; or (c) used only on windy days.
18. Before lighting an open fire: (a) people should leave the neighborhood; (b) local fire laws should be checked and obeyed; or (c) help prevent forest fires.
19. Junior Forest Rangers: (a) put out forest fires; (b) start forest fires; or (c) help prevent forest fires.

**Answers to Jr. Forest Ranger Quiz:**

- |      |       |      |       |       |       |      |
|------|-------|------|-------|-------|-------|------|
| 1. b | 4. b. | 7. a | 10. a | 13. c | 16. c | 19.c |
| 2. c | 5. c  | 8. a | 11. a | 14. b | 17. a |      |
| 3. c | 6. b  | 9. b | 12. a | 15. c | 18. b |      |

- |                   |                            |
|-------------------|----------------------------|
| 17 - 19 correct - | Official Jr. Forest Ranger |
| 12 - 16 correct - | Jr. Forest Ranger          |
| 8 - 11 correct -  | Jr. Ranger in Training     |
| 0 - 7 correct -   | need to study some more    |

Sensory Bingo

Play this game while discovering the out-of-doors. As you complete each activity, cross out that square. Can you cross out five squares in a row? More than one row of five squares? The example given can be revised to meet the characteristics of the area you're in, the time of the year, etc. GOAL: To help boys explore the natural world using all their senses.

Find a tree that has changed to something else	Find a nest and two insects	Smell pine needles	FREE SPACE	Find an animal track
FREE SPACE	Find an ant	Collect seeds from a tree, plant some	Find a bird feather	Name 3 things a tree needs in order to grow
Find a fossil	Estimate the height and circumference of a tree taller than you	FREE SPACE	Touch moss	Find a place where erosion is going on
Do something to help a tree	Find examples of evidence of pollution	Find a frog but leave him with his mother	Find the youngest tree and the oldest tree	FREE SPACE
Examine tree scars to find a sign that the tree was injured	FREE SPACE	Pick up one piece of litter	Identify a wild flower	Find a tree shaped by nature



Find a smooth-cut stump or log end, and look closely at the pattern of growth rings.

There is a layer of wood for each year of growth. Some tree kinds will show light spring wood and dark summer wood in year's growth. Count annual rings low on the trunk to find the tree's approximate age.



1. Drought years cause occasional narrow growth rings.
2. Crowding causes zones of narrow rings.
3. A leaning tree has rings narrower on one side than the other. A tree on a leaning edge may have similar uneven rings.
4. Look for branches deep within the wood-also for insect and disease damage. What kind of life has your tree had?

## POW WOW EXTRAVAGANZAS

*Let me know as soon as your date is set. I will post whatever I receive. I am hoping to retire in 2007 and visit lots of Pow Wows!!! CD*

### Southern NJ Council

Aloha, Cub Scouts  
Pow Wow in Paradise  
January 21, 2006

Lakeside School, Millville, NJ

Call Southern NJ Council, 856-327-1700, extension 32, or visit the website, [www.snjscouting.org](http://www.snjscouting.org) for more information

### Sam Houston Area Council

Texas Proud  
November 5, 2005  
Houston, Texas

[www.shac.org/Home/Events1/CubScoutLeaderPowWow20/](http://www.shac.org/Home/Events1/CubScoutLeaderPowWow20/)

### Pioneer Valley Council

In November 2005  
Near Chicopee, Massachusetts  
<http://www.pvcbsa.org/training/>

### Clinton Valley and Detroit Area Councils

Together We Serve  
November 5, 2005  
Near Detroit, MI  
<http://www.cvc-bsa.org>

### Cape Fear Council

November 12, 2005  
Near Wilmington, NC  
<http://www.capefearcouncilbsa.org/training.htm>

## WEB SITES

The following site is operated by International Paper and they have FREE materials for Teachers and SCOUT leaders and others about forests and conservation and such. Posters and brochures for the Scouts. Check it out - [http://www.iplifeoftheforest.com/learn\\_more.htm](http://www.iplifeoftheforest.com/learn_more.htm)

Want some help for using Scouting with a Home Schooling program -

<http://homeschooling.gomilpitas.com/explore/scouts.htm>

Reserve America: [www.reserveamerica.com](http://www.reserveamerica.com)

The online camping and campground reservation site, for most National and state campgrounds. Make sure you make reservations many months in advance – the popular parks fill up fast.

### MacScouter Campfire Resources:

[www.macscouter.com/Campfire](http://www.macscouter.com/Campfire)

This is a great site with lots of resources for planning a campfire program, including songs, skits, openings, closings, and stories.

### Theme Related Internet Sites

Great Slat Lake Council

<http://www.macscouter.com/Stories/>

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

[http://www.scouter.com/compass/Meeting\\_Activities/Stories](http://www.scouter.com/compass/Meeting_Activities/Stories)

<http://www.netwoods.com/d-campfire.html>

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

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

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

<http://www.americanfolklore.net/scouting.html>

<http://www.scoutorama.com/skit/>

<http://www.highway61.com/Top/Recreation/Scouting/Resources/Campfires>

<http://www.geocities.com/rickram.geo/songbook/songbook.html>

<http://www.accesscom.com/~daveh/sean/song/pbsong0.html>

<http://www.angelfire.com/oh/claremansfield/cubs.html>

<http://www.angelfire.com/oh/claremansfield/serious.html>

<http://www.angelfire.com/oh/claremansfield/repeat.html>

<http://www.angelfire.com/mi2/campsongs/>

<http://www.netwoods.com/story/st-index.html>

<http://www.creighton.edu/~bsteph/pack114/funpages/web-out2.html>

### Need some more ideas –

Check out the National Archive of Pow Wow Books –

[www.napwb.com](http://www.napwb.com)

This unofficial site has scanned copies of many, many Pow Wow Books available for your use. It is maintained by a volunteer Scouter near St. Louis, MO. Now I now where I am going to send all those books in my basement.

## ONE LAST THING

### Fifteen Steps to Building a Campfire

*Baltimore Area Council*

1. Split dead limb into fragments and shave one fragment into slivers.
2. Bandage left thumb.
3. Chop other fragments into smaller fragments
4. Bandage left foot.
5. Make structure of slivers (include those embedded in hand)
6. Light Match
7. Light Match
8. Repeat, "A Scout is cheerful" and light match.
9. Apply match to slivers, add wood fragments, and blow gently into base of fire.
10. Apply burn ointment to nose.
11. When fire is burning, collect more wood.
12. Upon discovering that fire has gone out while out searching for more wood, soak wood from can labeled "kerosene."
13. Treat face and arms for second-degree burns.
14. Relabel can to read "gasoline."
15. When fire is burning well, add all remaining firewood.
16. When thunderstorm passes, repeat steps 1 through 15.