



BALOO'S BUGLE

Volume 13, Number 2



September 2006 Cub Scout Roundtable

October 2006 Cub Scout Theme

CUB SCOUT SHIPBUILDERS

Tiger Cub Requirement # 5

Webelos Citizen & Showman

FOCUS

Cub Scout Roundtable Leaders' Guide

Ahoy!! This is the month for sailing all kinds of ships and setting sail into the sea of Cub Scouting. Besides learning how to tie knots, we will set sail on adventurous journeys, and take a trip down the raingutter at the boy-powered raingutter regatta.

CORE VALUES

Cub Scout Roundtable Leaders' Guide

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

- ✓ **Fun and Achievement**, Cub Scouts will learn about the many ships that played an important part in the forming of our country and will have fun building their own sailboat for the raingutter regatta.
- ✓ **Personal Achievement**, Boys will feel pride in learning how to tie any of the knots and sailing their boat to the finish line in the raingutter regatta.
- ✓ **Preparation for Boy Scouts**, Learning how to tie some knots prepares the boys and makes them eager to join a Boy Scout troop.

The core value highlighted this month is:

- ✓ **Faith**, Boys will learn to believe in themselves and trust in a supreme being.

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

And another year is underway. My Roundtable's Annual Planning meeting was August 9 before our summer RT kickoff. My former Pack's Annual Planning Meeting was today at a local swim club. I hope you have had your planning meetings and are ready to go!!

Lots of new stuff –

- **Tigers to get Bobcat before they earn their Tiger Rank**
- **New Centennial Quality Awards for 2007 and through 2010**. I will be writing about these next month. I met the director of the division that put this award program together this summer at the Philmont

Training Center. They sound really good for the program and your units.

- **Character Connections** now recognized as the eighth method of Cub Scouting

Pow Wow Books needed – The majority of my Pow Wow Books only go through November. So if you have a November Pow Wow and can get me your Cd quickly, I would appreciate it. Otherwise, I could run out of material!!

2006-2007 Themes – I received a request for a list of themes for this year. You can find a complete list of this year's and next year's in the yellow planning pages of your CS Program Helps. And we will soon have one on our site under [Cub Scout Leader's Pow-Wow Midway](#) link

Many thanks to Carol of American Elm District of Black Swamp Council for putting together last month's Baloo's Bugle while I was off to Webelos Resident camp and two weeks at the Philmont Training Center (with my arm in a cast). Typing was a real chore lefty! Cast is off and therapy begun. I had the right bicep brachii tendon come off the bump on the radius where it was attached and had to have surgery to restore it.

Months with similar themes to Cub Scout Shipbuilders

Dave D. in Illinois

July	1941	Things That Go
April	1945	Transportation
August	1947	Things That Go Month
July	1951	Things That Go
January	1953	Transportation
June	1955	Wheels Wings and Rudders
July	1961	Harbors, Stations, Airports
June	1963	Things that Go
January	1966	Transportation
June	1969	Things that Go
November	1972	Things That Go
January	1974	Transportation
May	1975	Things that Go
July	1980	Things that Go
May	1989	Wheels, Wings & Rudders
August	1990	Harbors, Stations & Airports
March	1992	Things that Go
November	1994	Harbors, Stations & Airports



National makes a patch for every Cub Scout Monthly theme. This is the one for this theme. Check them out at www.scoutstuff.org go to patches and look for 2006 Cub Scout Monthly Theme Emblems Cub Scout Shipbuilders.

THOUGHTFUL ITEMS FOR SCOUTERS

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

Sea of Goodwill Prayer

Cub Scout Roundtable Planning Guide

Let us set sail into the sea of goodwill to all. Amen

The Poster Boys of World War II

Scouter Jim

No one quite knows when boats became ships, but the greatest period of ship building in the history of our nation was after Pear Harbor on December 7, 1941, 65 years ago. In the decade before 1940, American shipyards launched only 23 ships. In the years from 1940 through 1945, American shipyards produced over 5100 ships. This was in addition the vast quantities of planes, tanks, trucks, and jeeps needed to fight a war on two fronts. During World War II, almost all able-bodied younger men were sent to war, leaving older men and women to fill the gap in the job force. During World War II, President Roosevelt formed the Office of War Information, (OWI). The OWI was charged with distributing thousands of posters all across the nation every two weeks. With almost all of the adult work force engaged in other activities, they had to turn to an untapped resource. Quoting from an article by Robert Ellis and published in the summer of 2005 by the U.S. National Archives and Records Administration:

In 1942, at the start of the OWI's ambitious poster distribution program, Edward Dodd, chief of the Division of Production and Distribution at OWI, asked the scouts to help: "Officials in Washington do not know of any other way by which they can meet this emergency except through the help of the Boy Scouts of America."

As soon as war was declared, the leaders of the Boy Scouts realized that they could be of service. Walter W. Head, president of the Boy Scouts of America, and James E. West, Chief Scout Executive, telegraphed President Roosevelt on December 8, 1941, the day Congress declared war, offering "the full and whole-hearted co-operation of our organization."

The scouts were a popular choice for jobs that needed to be done. In 1941 some scouts already operated a messenger service for the Office of Civilian Defense (OCD), collected aluminum and books, planted trees, and, possibly, did every

job some local official could imagine. Boy Scouts were a natural choice for work at the grassroots level in the United States. In 1942, there were 1,600,000 members, and almost every village, town, and city had a scout troop. They also had complete knowledge of their neighborhoods. In addition, being clean-cut children and young adults, they could approach individual homes and businesses and be readily welcomed. The OWI's Dodd thought it would "be a great mistake not to take advantage of the eagerness of this organization to serve in this capacity."



Cub Scouting in 1941 was 16 years-old. Many of those 1,600,000 boys may have at one time been Cub Scouts. From 1942 through the end of the war, many more Cub Scouts would have joined the ranks of the "Poster Boys of World War II."

Today there is no longer a need for the "Poster Boys," but there are still needs. There are many wars raging throughout the world and there is a way to help.

At the end of World War II, the Boy Scouts of America developed the World Friendship Fund (WFF). Quoting from the Boy Scouts of American Fact Sheet entitled "Scouting Around the World:"

A sampling of World Friendship Fund supported projects in recent years includes the building of a youth dormitory and activity center at the Eurasia Region headquarters, development of a new Scout camp in Guatemala, a leadership training program in Liberia, a "young electors" program in Poland, establishing a National Youth Center in Azerbaijan, constructing a Scout Service Center in Georgia, leader training materials for Moldova, training programs for Tanzania, a new Scout Service Center in Bolivia, reforestation program in Lesotho, support of leader development in Peru, and improvement of facilities at the Kandersteg International Scout Center.

As Cub Scouts Packs, we can collect donations for the WFF and help other Scouts around the world. Let us teach our boys responsibly and the true meaning of the "Golden Rule." Let the Scouts of today follow in the footsteps of the "Poster Boys of World War II."

Quotations

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

The great difference between voyages rests not with the ships, but with the people you meet on them. [Amelia Barr](#)

We will build new ships to carry man forward into the universe, to gain a new foothold on the moon and to prepare for new journeys to the worlds beyond our own. [George W. Bush](#)

"A ship is safe in harbor, but that's not what ships are for." [William Shedd](#)

"If you want to build a ship, don't drum up people together to collect wood and don't assign them tasks and work, but rather teach them to long for the endless immensity of the sea" Antoine de [Saint-Exupery](#)

"It's not the towering sail, but the unseen wind that moves the ship" [Proverbs](#)

"I must go down to the sea again, to the lonely sea and the sky; and all I ask is a tall ship and a star to steer her by." [John Masefield](#)

TRAINING TIP

Remember for your new leaders – Fast Start training and Youth Protection training is available on-line -

Fast Start training

<http://www.scouting.org/cubscouts/faststart/>

Youth Protection Online

<http://www.scouting.org/pubs/ypt/ypt.jsp>

Self Esteem

[Bill Smith](#), the Roundtable Guy

"The greatest gift you can give your child is good self esteem!"

This theme comes up again and again in books about raising children. It caught my eye in the opening chapter of the *Cub Scout Leader Book* some years ago and has been an important part of my Scouting life ever since.

Just how do we give this gift? How do we make it or get it? How do we gift-wrap it?

Self esteem is a boy's attitude or belief about himself. If he has good self esteem, he respects himself. He has confidence and expects success from life. He is less likely to misbehave or – as he matures – less likely to rely on alcohol or drugs. It starts with being accepted, feeling welcome and becoming part of a group. Cub Scouting should do this, not only with ritual and ceremony, but also with our genuine and heartfelt love and respect.

It grows with wearing the uniform, the wearing the badges of rank and achievement. We affect a boy's image about himself at every stage in our advancement process. When a parent takes the time to work with him on a requirement or elective, when it is signed off in his book, when the book is

checked off at the den meeting and another icon is filled in on the advancement chart or another bauble strung on the den doodle. In each of these acts, we are telling him that he is a super neat person and we are all glad that he is here with us.

The biggest boost however, is when he and his personal Akela are called up at the pack extravaganza and are presented the badge in a typical *Sean Scott* ceremony replete with all the flashing lights, explosions, cheers, pomp and panoply that such an event deserves.

What? You aren't familiar with a Sean Scott Ceremony? You must go to: <http://scouting.argentive.com/index.shtml> And check out his presentations and handouts.

Scouting, at every level, works strictly on positive feedback. Positive feedback builds self esteem. Be generous with recognition and praise for any accomplishment. In his book *How To Behave So Your Children Will, Too*, psychologist Sal Severe makes the point that children believe what adults tell them about themselves. If you tell them they are competent, that they can do things and are helpful, then they become motivated to live up to your expectations. If you continually criticize and berate a child, you give him the excuse to fail and misbehave.

Involving the parents is essential for Cub Scouting to work. As a Cubmaster, my contact with each Cub Scout lasted only seconds each month. A den leader or den chief can devote more time to each boy but it still is measures only a few minutes a week. Parents, on the other hand, spend a lot of time with him and have the opportunity to either build a boy's self confidence or to totally undermine everything we are trying to do with continual criticism, put downs and faultfinding. Unless the parents are on your side, it will be up hill all the way for you and your fellow leaders. And that's a drag.

The Cub Scout Advancement program follows the school grade levels to build self-esteem, self-awareness and a sense of citizenship and good sportsmanship. Parental involvement is crucial to achieve the advancement of the Scouts and responsibility for advancement in rank rests with the parents; verification and assistance of the Den Leader is secondary.

Atlanta Area Council website

There is a wonderful little reminder about that in *Parent's Little Book of Wisdom* by Buck Tilton and Melissa Gray:

There are lots of other ways we can build a boy's sense of how competent and valuable he his. Just recognizing him and greeting him by name helps. His name on the den chart, den doodle and the pack advancement ladder shows that we love him and respect him. Participating in pack meeting presentations, skits and ceremonies all help build confidence and self worth. Getting *Boy's Life* mailed to him is a big deal.

Nothing tells your child you care more than choosing to be with him.

It takes a bit of concentration and discipline on our part to remember this in the midst of putting on good pack and den meetings. I know that most of you are much better leaders than I was, but I would guess that even the best Cubmaster or den leader will sometimes be distracted in heat of battle. I particularly like the rule of balancing each negative remark like: *DON'T; THAT'S WRONG; NOW-WHAT DID YOU DO?* with at least **four** positive statements like: *I KNEW YOU COULD DO IT; THAT'S REALLY GOOD; YOU ARE THE BEST!*

Competition

Boys seem to be naturally competitive. They like to test themselves and others in a variety of ways. Whether it's a game of tag, a race like *last-one-in-the-pool*, a game of chess or the latest Nintendo, boys I have observed enjoy the challenge of a good contest. Letting boys compete is a natural way for them to try to do their best. When left to their own devices, a group of boys will spontaneously start into some game that often tests some physical or mental ability. Their rules are often ritualized and are applied surprisingly fairly.

We adults often mess things up by making a big fuss about who wins. Generally the boys don't make a big thing about who wins or who loses. Once the contest is over, it's over. A new game is started, a different skill or knowledge tested, a new chance to do his best. On the other hand, we adults like to recognize the winners with some prize or hullabaloo. Each time we exalt a winner, we also stigmatize the losers. This does nothing to raise the self esteem of those boys. The only thing worse than losing is having your nose rubbed in it.

It is best we Cub Scout leaders remember that in our games, contests and especially our derbies that we build self esteem by recognizing individual achievement and not who did it better than someone else. Probably the best reference on how to handle such activities is in Bernie DeKoven's book *The Well-Played Game*, or on his website: <http://deepfun.com/>

Be sure to check out Bill's "Unofficial Roundtable Site"
<http://wtsmith.com/rt.html>

His name for it, not mine. You will find his E-mail address there if you wish to contact him

PACK ADMIN HELPS

I recently received a copy of a letter from the Director of the Cub Scout Division to all Scout Executives whose subject is "New Cub Scout Method – "Character Connections." National has elevated Character Connections to be the eighth official method of Cub Scouting - The eight methods are

The Ideals

The Den

Advancement

Family Involvement

Activities

Home and Neighborhood Centered

The Uniform

Character Connections

It shows you how important National feels Character Connections are to the success of Cub Scouting. *And now all those Aims and Methods training presentations will have to be rewritten. I hope the Wood Badge syllabus picks this up quickly*

And since National is elevating the importance of Character Connections, I thought it appropriate to reprint

Carol's article on using them -

Character Connections

Carol E. Little, CS RT Commissioner

American Elm District, Black Swamp Council

The **Character Connection** information on www.Cubroundtable.com, my website, and this article come from excerpts from friends interested in helping other Scouters get needed information about the new program. **Jamie Dunn**, Three Rivers District –Cub Training Chair Blaine/Coon Rapids, MN; **Sean Scott**, Council Vice President, Public Relations, California Inland Empire Council and **Sean's Philmont Report** with one of the authors of the new **Character Connections**, Dr. Matt Davidson. Thanks, for the help.

Character Connections involves 12 core character values, but the program does not assume there are only 12 values, if we can succeed in creating a strong character foundation with our scouts they will learn other values later. Also, although each achievement emphasizes one particular **CC** it doesn't mean that it is the only character value that can be focused on in that activity.

When the first **Character Connections** achievements came out in the new Tiger books, leaders were not used to teaching character building. The old BSA **Ethics in Action** program which attempted to make character an optional element of the program did not succeed. **Character Connections**, by being integrated into the books, achievements, materials, and so forth, we are building on a child's developmental ability.

CC also involves three dimensions that aren't separate or even separable-- to know, commit and practice. The boy needs to know the **CC** (head), commit to it (heart) and practice it in his daily life (hand). Character is both caught and taught. We see someone exhibiting character and follow their example in our community. We can also teach character by telling, discussion, experience and modeling. This is where the discussion points in the books come into play.

The end goal of **CC** is to establish a moral identity for our youth. Until a boy takes on Scouting's values as his or her own, it isn't a violation of a child's personal morals to break those values. Values are situational, too. In the context of a Scout meeting, a boy may quite comfortably reciting the pledge or discussing the importance of not littering. However, under pressure from his peers in a non-Scouting

setting, the boy needs to have a sense of greater conviction to those same values to stand behind them as strongly when they may not be as popular for him or her to follow them. CC can be integrated into achievements in the following manner:

1. Say you're working on a conservation project or hike. You're out in nature, and you come across a pile of rubbish left by some campers or hikers. One of your boys makes a comment about how rude or careless littering is. Ask the boys why they think it's rude to litter. This is the **KNOW** component. They've seen an example of littering, and now they realize that it's not nice to toss your trash in the woods. Ask them how they felt when they came across the pile of trash. Did it distract them from everything else that was around them? Did it make them forget that they were looking for animal tracks, or a certain type of plant?
2. This is the **Commit** phase, where these boys realize that they don't want to be thought of in the same way as they're thinking of whoever left the trash. Now that you've guided them to discover how they feel, they establish a personal set of values about littering. The important part here is that it is easy to break a rule we don't believe in or hold as a personal value. People speed because they don't think it's too wrong--they consider themselves good drivers and capable of handling a vehicle at a higher speed than the posted limit, or because the importance of being someplace sooner outweighs the importance of breaking the law. Speeding just doesn't violate most people's core values or beliefs. Most people, though, do have a value system that prevents them from shoplifting. Doing so would violate their personal values.
3. Cultivation of a sense of community and the impact that values have on the boy's place in that community. we've helped the boys establish *for themselves* that littering is wrong, guided them to understand how they feel about the person that left the trash, and realize that they don't want to be thought of in the same way. Now we apply the last part of the program, **Practice**. where the values are broken into actual skills. Here it may help to script the steps toward the end goal so that difficult concepts can be better understood. Help them make the decision to pick up the trash, and to not litter themselves. It's not until they have an opportunity to actually do/avoid something that the three parts come together and a character connection is made.
4. Cool down, where discussion of what went well, what could have gone better, and what might come next can be discussed.

How to do a Character Connection activity:

1. Reserve judgment—let them give their ideas
 2. Open ended questions—require scouts to think and give personal ideas.
 3. Feeling questions—what did they feel about the experience—that makes it personal to the scouts.
 4. Judgment questions— about their feelings
 5. Ask guiding questions and stay on track.
 6. Closing thoughts—Bring discussion to an end.
- This isn't a classroom type of program. Rather, it's a method by which we as leaders can have an informal discussion with our youth and allow them to discover how they feel about something. As in all Scouting activities, Make it simple, make it FUN! Examples found in the 2005 **Character**

Connections Packet are collected from 2002 to present so that future Leaders will have the resources we had from the beginning.

To learn more check out Character Connections

[The Purposes of Cub Scouting and Character Connections](#)

How Character Connections are used as part of the requirements.

[Character Connections Chart #13-323A](#) Chart explaining Character Connections

[2005 Character Connections Packet](#) Examples of the different areas covered by Character Connections from past Program Helps (from 2002 to this year's 2005 - 2006), Roundtable Resource sheets, and the 2003 Cub Scout Books.

[Character Connections Data](#) Some history behind the program.

[Character Connections](#) Overview of all ranks on a chart.

[C Connections](#) Outdoor Grid Ideas for outdoor activities.

TIGERS

Before beginning the Achievements - Effective June 1, a Tiger Cub must earn the Cub Scouting Bobcat badge as his first badge of rank after joining a pack. Earning the Bobcat badge is then followed by earning the Tiger Cub badge. **Per the May/June Issue of Scouting, (News Briefs, page 10)**

Achievement 5 Let's Go Outdoors

Baloo Archives

Based on input I received last year, I realized I needed to emphasize getting your Tigers Outdoors now (versus January for those of us in New Jersey or even further north.) Besides, isn't that why they joined Scouting – to get outdoors?? And so here is Achievement 5!! CD There is so much to do and learn outdoors! You can have fun exploring nature and looking at trees, flowers, and animals. You can walk, run, play games, and ride a bike. It's even fun to sit outside!

Achievement 5F - Family activity

You can listen to a weather report on the radio or television. But it's more fun to tell what the weather is like by going outside and using your five senses to observe what the weather for yourself. Your five senses are seeing, hearing, smelling, tasting, and touching. Some people can't use all five senses fully, such as people who are sight impaired or hearing impaired. Often, people who can't use one of their senses have learned to use their other four senses very well. **5F** Go outside and observe the weather. Use your senses to help you describe what the weather is like. What do you see? Is it sunny? Is it dark? Do you see stars, clouds, sunshine, rain, or a rainbow? What do you hear? Do you hear thunder, rain, or the blowing wind? Maybe you hear traffic noise, children playing, or birds singing. How does the weather affect noises like these? What do you smell? Do you smell flowers or freshly cut grass? Maybe you smell the aroma of someone cooking or the odor of farm animals. The air and wind bring these smells to your nose. What do you taste? If the wind is blowing across a dusty place, you may get dust in your mouth. Does the air taste like dirt? Does it taste like salt? What can you feel? Is it cold or warm? Do you feel the wind blowing? Do you feel rain or snow?

The Character Connection on Faith is associated with this Achievement. Don't overlook this important part of the program. Have the Adult partners be sure to carry out the discussion and have the Tiger explain what he knows (This is done by completing the first part of achievement 5F) and then explain how he feels about things he cannot see (The sun at night, the moon during the day, wind). And finally, in discussing what you believe in but cannot see, what faith is and how you develop faith. Faith is one of Cub Scouting's 12 Core Values. Don't miss this chance to discuss Faith with your Tiger. For more information on Character Connections check out your Tiger Book, Your Leader's Book or Bill Smith's Unofficial Cub Scout Roundtable at <http://www.wtsmith.com/rt.html> He has the whole BSA publication on Character Connections

Commissioner Dave

Achievement 5D - Den Activity

Many trees and bushes have leaves that turn colors and fall to the ground in autumn. Some trees have needles that stay on all year long. You may live in a place where cacti grow. Cacti have spines or scales instead of leaves. Go outdoors with your adult partner and collect some leaves or needles to take to your den meeting for this activity. Be sure to collect only fallen leavers, or get the permission of an adult before removing a live part of a tree or bush.

And what better time than when the leaves are changing colors to go out and look for leaves and be able to pick them up and compare them. CD

5D With a crayon or colored pencil and a piece of paper, make a leaf rubbing.

Materials: writing paper, leaves, crayons

Place a leaf, vein side up, on a smooth surface, and cover it with a piece of thin writing paper. Hold the paper firmly in position and gently rub the crayon over it. The crayon strokes should all be in the same direction and with just enough pressure to bring out the details of the leaf. The finished design can be displayed in your home, decorated and framed. Your leaf rubbings can also be made into greeting cards or given as a gift.

Achievement 5G - Go and See It

Walking is great exercise, and it's fun to be outdoors. When you walk, you see more things in the outdoors than you would if you went by fast on a bicycle, or in a car or bus.

5G Take a hike.

Your den may go to a special outdoor place for a hike, or you may take a simple walk in your neighborhood. Be sure to take into account the size and ability of your Tiger. There are many state Parks and other parks with short nature trails that have built in rest areas where you stop and read the commentary along the trail (Station 1, station 2,). These may be perfect for your Tigers.

Every Pack should be committed to conduct an outdoor activity within the first three months of the year (September, October, November). My pack has a Fall Family Camping Trip. Our council has a Fall Cub Scout event at one of our camps. Activities like these would be perfect times for your Tigers to get their hikes. CD

Wherever you go, it's fun to be outdoors! Remember, three quarters of Scouting is Outing.

SPECIAL OPPORTUNITY

Duty to God Promotion Patch

P.R.A.Y.

www.praypub.org

I attended the Religious Emblems conference at the Philmont Training Center this center. Mark Hazlewood, the Director of P.R.A.Y., led the conference. It was great being with so many Scouters who wanted to help Scouts fulfill their Duty to God and become better in their faiths. Mark and the organization at P.R.A.Y. have done a great job setting up this promotion effort. Their website and the DVD have everything – scripts, slideshows, FAQs, and other stuff. Lets get out there and make a difference. CD



“Duty to God” is at the heart of the Scouting movement. Religious emblems reinforce this spiritual component and promote many of the values found in the Scouting program. The purpose of this “Duty to God Promotion Patch” is to encourage youth and adults to learn about and promote the religious emblems programs.

Requirements –

Youth and adults must:

1. Attend or coordinate a presentation or information seminar on religious emblems (sample resources and suggestions are available at www.praypub.org).
2. Make a commitment to fulfill their “Duty to God.”

Here are some examples:

- ✓ Adults can commit to having 50% of families participate in the religious emblems programs, nominating a worthy adult to be recognized with an adult religious award, serving as counselor in their local congregation, etc.
- ✓ Youth can commit to earning the religious emblem of their faith at an appropriate time, making a presentation on religious emblems to another unit, helping younger Scouts earn their religious emblem, etc.

The Patch

- ✓ The Duty to God Promotion Patch is a four-segment puzzle patch.
- ✓ Only one segment will be offered in any given year.

- ✓ Participants are encouraged to earn all four segments over a four-year span.
- ✓ Visit www.praypub.org to find out which patch is currently available.
- ✓ Patches may be pre-ordered for distribution at the presentation/ information seminar.

The DVD

The Duty to God Promotion DVD contains the resources to make a presentation on the religious emblems programs. These resources include the video "Promoting Duty to God (Religious Emblems)," Duty to God brochure/chart listing all religious emblems (No. 05-879), scripts (for presentations to Cub Scouts, Boy Scouts, and Venturers), and Parent Handout.

Making a Presentation

- ✓ Find scripts, videos, handouts, and other resources at www.praypub.org
- ✓ Invite parents
- ✓ Provide information on emblems of ALL faiths
- ✓ Encourage Scouts to make a commitment to earn their religious emblem
- ✓ Present the Duty to God Promotion Patch to participants

Call and talk to the "Religious Emblems People" today!
1-800-933-7729 or visit us at www.praypub.org

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



I met the National Director for Boys' Life this summer at the Philmont Training Center. He says around 20,000 boys earn this award each year. Lets see if we can set a record this Fall – Psyche your Scouts into writing up a report and sending it in to Boys' Life. Tell them Baloo said to send it in to his pal Pedro! CD

Write a one-page report titled "The Best Book I Read This Year" and enter it in the Boys' Life 2006 "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 yellow 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
 Entries must be postmarked by Dec. 29, 2006.

Knot of the Month



The William D. Boyce New-Unit Organizer Award
Kommisioner Karl

The William D. Boyce New-Unit Organizer Award is to recognize volunteers who organize one or more traditional Scouting units after March 1, 2005.

The award is a square knot to be worn on the uniform above the left pocket. The award has three colors, representing the three phases of our program – Cub Scouting, Boy Scouting, and Venturing.

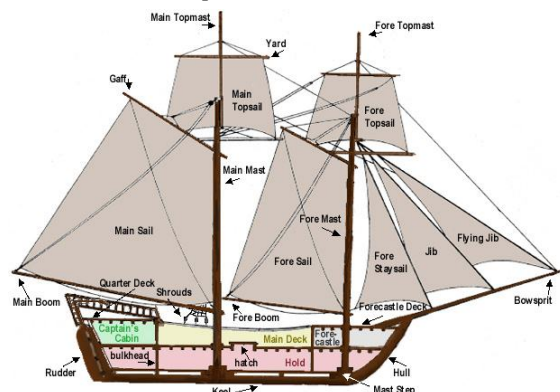
The knot is earned by organizing one traditional unit. This includes getting the unit leadership trained, putting in place a functioning committee, getting a unit commissioner assigned, and all paperwork is completed and processed including presenting the charter to the charter partner. Only one volunteer may be recognized per new unit that is organized. A program device is earned for each additional unit organized, allowing the award to recognize a volunteer for organizing up to four new units.

You can download a progress record and complete information on the BSA guidelines for organizing units at: <http://www.scouting.org/relationships/04-515.pdf>

GATHERING ACTIVITIES

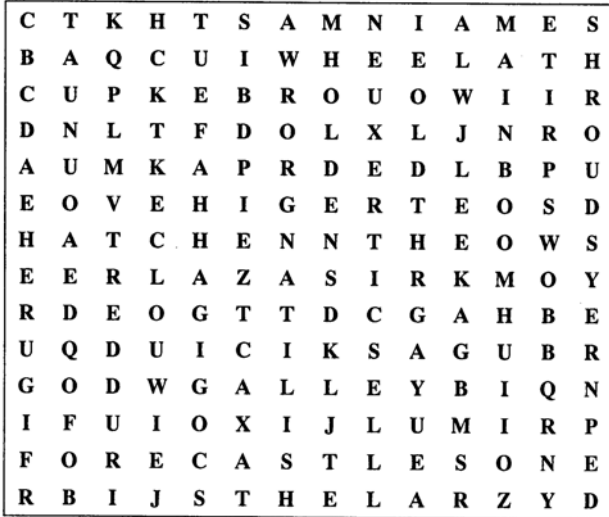
Note on Word Searches, Word Games, Mazes and such – In order to make these items fit in the two column format of Baloo's Bugle they are shrunk to a width of about 3 inches. Your Cubs probably need bigger pictures. You can get these by copying and pasting the picture from the Word version or clipping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

Parts of a Sailing Ship
Alapaha Area Council

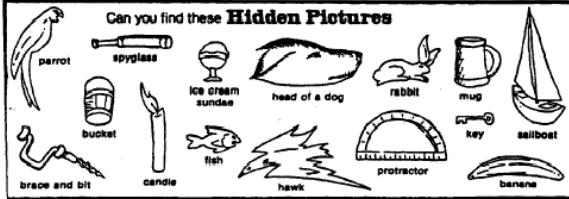


Search for these hidden words – they could be up, down, forwards, backwards, or diagonal.

BOWSPRIT	BRIG	BULKHEAD
CAPTAIN'S CABIN	HULL	FIGUREHEAD
FORECASTLE	GALLEY	HATCH
HOLD	JIB	KEEL
MAIN BOOM	MAINMAST	QUARTER DECK
RIGGING	RUDDER	SAILS
TILLER	SHROUDS	WHEEL



Hidden Pictures
 Baltimore Area Council



Draw Columbus' Ship
 Baltimore Area Council

This is a good quiet game for Den Meeting. All that is needed is one pencil or marking pen and one piece of paper. The first player draws a line. He passes the pen to the next player, but keeps the pen on the paper at all times. Everyone has a turn, each trying to add the lines to drawing Columbus' ship. Having a picture available of Columbus' ship might also help.

OPENING CEREMONIES

The Six Ships of Scouting
 Baltimore Area Council

Sam Houston Area Council had this listed for a closing. It works either way. Your choice. CD

Arrangement: Six Scouts hold large cardboard cutouts of ships with flags on which have been printed the following words:

SCHOLARSHIP FELLOWSHIP SPORTSMANSHIP
 WORKMANSHIP STATESMANSHIP FRIENDSHIP

On the back in **LARGE** print are the Cubs parts

Cubmaster: Tonight Pack ____ would like to tell you about the six ships of Scouting. These are ships that were launched in America - strong and mighty... ships that will last forever.

- Cub #1:** Scholarship - This ship is very important on the sea of Education, On her deck stands such officers as Determination, Intelligence and Application. Her flag bears symbols of the letter "A" and the plus sign.
 - Cub #2:** Fellowship --This ship stands for good spirit, fine cooperation, and never-failing unity. It's flag floats high - the flag of Scouting.
 - Cub #3:** Friendship - This is the most handsome ship of all. It is true blue and it's flag golden - since friendship is golden.
 - Cub #4:** Sportsmanship - This is the ship that is fair and square. It never veers from its course
 - Cub #5:** Workmanship - This ship's every line, every part, every mast represents the best that a person can give. It's flag is a circle of hands, working together.
 - Cub #6:** Statesmanship - This ship represents wise guidance, constant, unselfish interest and sincere effort. It's flag is white with purity.
- Cubmaster:** And there you have six strong and sturdy ships to brave the sea. Three cheers for the SCOUTING SHIPS!

Opening

Baltimore Area Council

Arrangement: Pictures, silhouettes, models of sailing ships, and Cubs craft project decorate the meeting hall. The Pack and American flags are already posted. Each Cub has a poster (piece of Construction Paper) with a picture of the ship he is to describe on one side and his part in LARGE print on the other side.

- Cub #1:** The ocean-going ships of the 18th Century were a very important part of our early fight with England in the Revolutionary War.
- Cub #2:** Without the sailing ships of France bringing supplies, and later, our own fighting ships, we might still be part of England.
- Cub #3:** Old Ironsides, the U.S.S. Constitution, achieved fame and glory in the war of 1812.
- Cub #4:** The Merrimack and The Monitor waged fierce battle in an important test of floating Iron in the Civil War.
- Cub #5:** American Clipper ships were the fastest afloat in the 19th Century.
- Cub #6:** Convoys of American ships supplied our allies throughout both World Wars.
- Cub #7:** Tonight we celebrate the sea and the adventures you can find there. Please join us in paying tribute to those early sailors and the Flag that flew high above their Ships.

Den Ldr: Lead audience in the Pledge of Allegiance.

SET YOUR COURSE

Sam Houston Area Council

Arrangements: Four Cub Scouts are needed in their uniforms. Each will need to have a compass.

- Cub #1:** (Walks with a compass across the stage.) I think Destiny Island is northeast.
- Cub #2:** (Not bothering to look at his compass.) No, that it's more like northwest.
- Cub #3:** (Looking at his compass.) Look guys, I think (Name of Cub #1) is right. My compass reads the same. Northeast.
- Cub #4:** Well there is only one way to find out. Let's go sail there. I'd like to end up on top of the mountain on Destiny Island.

All Cubs get their bearings by looking at their compasses and start "sailing" toward the island while walking off stage. Then you hear a howl.

All Cubs Yeaaaaaaa. We made it.

Cubmaster: These Cubs have done three important things. First, they set an objective of reaching the top. Second, they figured out the direction they would have to move to get there. Third, they moved full steam ahead! They charted their course and stuck to it. Most of you can set a compass course. Probably many of you can also set a course toward a career. Now let us set our course for a program full of fun.

Don't Give Up The Ship

Long Beach Area, Verdugo Hills, San Gabriel Valley Councils

- Cub #1:** In the U. S. Naval Academy at Annapolis, Maryland is a Naval Museum.
- Cub #2:** It has an interesting historic display of flags and standards which are preserved.
- Cub #3:** One of the most famous is the original "Don't Give Up The Ship" flag.

- Cub #4:** It was flown by Commodore Perry in his noted victory over the British fleet on Lake Erie, December 10, 1813.
- Cub #5:** During a terrific battle between the ships Shannon and Chesapeake, Captain Lawrence gave this order: "Don't Give Up The Ship".
- Cub #6:** In honor of Captain Lawrence, Commodore Perry named his flagship, adopting his dying words as his battle slogan.
- Cub #7:** We as Cub Scouts ask all of our parents and leaders "Don't Give Up The Ship".
- Cub #8:** Help us be seaworthy so we in time can help others be seaworthy.

Boatswain's Pipe

Long Beach Area, Verdugo Hills, San Gabriel Valley Councils

Pipe the flag aboard by having someone make a whistle like a boatswain's pipe. It gives a long, drawn-out tone, starting in a high key and dropping to a lower pitch half-way through. A Webelos color guard then marches in with the U.S. and pack flags and posts them. One of the Scouts leads the Pledge of Allegiance. Another then leads the Cub Scout Promise.

OLD GLORY SPEAKS

Sam Houston Area Council

EQUIPMENT: Flag of the United States, Spotlight on Flag, patriotic music playing in the background, tape recorder or record player.

ARRANGEMENT: Flag in front and spot lighted, Room darkened. Cub Leader or Scout share reading the following, standing where the audience cannot see you, but read loud enough for all to hear.

"I am the Flag of the United States of America. I was conceived in the dreams of liberty and in the hopes of freedom. I was designed by the hands of Betsy Ross and her sewing basket was my cradle. Though I was never an orphan, I was adopted by the Continental Congress in 1777 and proclaimed the national emblem of a nation newly born on this continent, fighting valiantly for survival and destined to bring to all mankind a new concept of life, liberty and the pursuit of happiness.

I have been many places and have seen many things. I have witnessed every event of American history. I was there when they fired the shot heard around the world. I was there in the late twilight at Fort McHenry and inspired Francis Scott Key to write the immortal words to "The Star Spangled Banner", now our national anthem.

I saw Molly Pitcher take the cannon swab from the hands of her dead husband and help carry on the fight for freedom. I felt the biting cold at Valley Forge, and gave warmth and comfort to General Washington and his tired and hungry Continental Army.

I was flown above the decks of ships like Old Ironsides and from the masts of the Yankee and China clippers. I blazed the trail with Daniel Boone and Davy Crockett. I led the settlers coming west and crossed Death Valley in a covered wagon. I was there with families on the Oregon Trail and with prospectors at the California gold rush.

I was carried through the Halls of Montezuma to the shores of Tripoli by the United States Marines. I galloped up the slopes of San Juan Hill with Teddy Roosevelt and the Rough Riders of the United States Cavalry. I stayed with the boys until it was over, over there, and on the battlefields of the Marne, St. Michael and the Argonne Forest. I saw many youth and men of our nation fall and lie still in death. They had given their last full measure of devotion. The war was over for them forever and I kept my lonely vigil over their graves and stayed to watch the poppies grow amid the crosses, row on row, in Flanders Fields. I was raised by five brave men during the "hell" of Iwo Jima. I waved farewell to the four immortal Chaplains who went down with their ship and to honored glory. I have not changed very much in my 230 years. I still have my original 13 stripes, but as each state came into the union a new star was proudly added to the Constellation on my field of blue. I started out with 13 stars; now there are 50.

I am easy to find. I am everywhere. I drape the caskets of our nation's heroes borne to their last resting place, the caskets of presidents, generals, admirals, privates and unknown soldiers alike. Wherever there is Justice, Equality, Faith, Hope, Charity, Truth and brotherly love, there, too, am I.

May history never write my obituary, for I am the Stars and Stripes forever. I am Old Glory!"

PACK AND DEN ACTIVITIES

Tall Ships, Naval Museums, and other interesting places

Commissioner Dave

Perhaps you live close enough to one that your den could visit a naval themed museum. There are a lot of them out there.

Tall Ships

There are a lot of Tall Ships around these days.

- ✓ In Wilmington, DE, there is the :Kalmar Nyckel, a replica of the ship that brought the first Swedish settlers to the New World. Check it out at <http://www.kalmarnyckel.org/>
- ✓ In Cumberland County, NJ, there is the A.J. Meerwald, a traditional Delaware Bay oyster schooner. In fact, our Cumberland District will be holding their RT for this theme on a cruise on the .J. Meerwald!! How is that for a unique idea!!! Check it out at <http://www.ajmeerwald.org/>
- ✓ The American Sail Training Association has a listing of over 250 vessels and members. The list gives you names, locations and websites. Check it out there may be one near you!!
- ✓ Sail Baltimore will have three tall ships on display this fall in Inner Harbor. <http://www.sailbaltimore.org/>

Or maybe you live near Mystic Seaport in Connecticut, a living history museum set up as an old New England sailing town. You can see five historic vessels and parts and pieces of many more. Your Cubs could see how the old sailing ships were put together. I don't know but maybe there are

others like it elsewhere in our country.

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

Battleships

From The Battleship Page, www.battleship.org of the Iowa Class Preservation association

There are currently six US battleships preserved as museums. Two other battleships, the *USS Iowa* and *USS Wisconsin*, are being retained by the United States Navy as Reserve Assets, for possible reactivation or future disposition.

- ✓ [BB35 - USS Texas](#) The *USS Texas* is preserved as a museum ship at San Jacinto, Texas. Large areas are open to the public. She is the only first-generation dreadnaught (WWI era) battleship to survive to this day www.battleshiptexas.org
- ✓ [BB55 - USS North Carolina](#) The *USS North Carolina* is preserved as a museum ship at Wilmington, North Carolina. www.battleshipnc.com
- ✓ [BB59 - USS Massachusetts](#) The *USS Massachusetts* is preserved as a museum ship at Fall River, Massachusetts. www.battleshipcove.org
- ✓ [BB60 - USS Alabama](#) The *USS Alabama* is preserved as a museum ship at Mobile, Alabama. www.ussalabama.com
- ✓ [BB62 - USS New Jersey](#) The *USS New Jersey* is the most decorated ship in the United States Navy. She served in World War II, Korea, and Vietnam. The *USS New Jersey* is preserved as a museum ship at Camden, New Jersey www.battleshipnewjersey.org
- ✓ [BB63 - USS Missouri](#) The *USS Missouri* is perhaps the most famous United States battleship, serving as the site for the Japanese surrender ceremony at the close of World War II. The US Navy has awarded the *USS Missouri* to a group which has placed her on display in Pearl Harbor, Hawaii. www.ussmissouri.com

Naval Museums

And here is a list from Historic Naval Ships Association, <http://www.hnsa.org>

Be sure to go and check out their website, too.

Alabama

[USS Alabama](#), Mobile, Alabama

[USS Drum](#), Mobile, Alabama

[PBR Mark II](#), Mobile, Alabama

Arkansas

[USS Razorback](#), North Little Rock, Arkansas

California

[USS Hornet](#), Alameda, California

[USS Potomac](#), Oakland, California

[Lightship Relief](#), Oakland, California

[SS Red Oak Victory](#), Richmond, California

[USCGC Fir](#), Rio Vista, California

[PTF 26](#), Rio Vista, California

[USAT LT-1967](#), San Diego, California

[Steam Yacht Medea](#), San Diego, California

[USS Midway](#), San Diego, California

[SS Jeremiah O'Brien](#), San Francisco, California

[USS Pampanito](#), San Francisco, California

[SS Lane Victory](#), San Pedro, California

[PBR Mark II](#), Vallejo, California

Connecticut

[USCG Boat Icebucket](#), Bridgeport, Connecticut

[Japanese HA-8](#), Groton, Connecticut

[USS Nautilus](#), Groton, Connecticut

[Italian Siluro a Lenta Corsa](#), Groton, Connecticut

[USS X-1](#), Groton, Connecticut

[Auxilliary Schooner Brilliant](#), Mystic,
Connecticut

[USCGC Eagle](#), New London, Connecticut

Delaware

[Lightship Overfalls](#), Lewes, Delaware

District Of Columbia

[USS Barry](#), Washington, District of Columbia

[LCVP](#), Washington, District of Columbia

[Motor Whaleboat](#), Washington, DC

[PCF-1](#), Washington, District of Columbia

[RV Trieste](#), Washington, District of Columbia

[Continental Gunboat Philadelphia](#), Washington,
District of Columbia

Florida

[USS Mohawk](#), Coral Gables, Florida

[PTF 3](#), Deland, Florida

[PBR Mark II](#), Orlando, Florida

[SS American Victory](#), Tampa, Florida

Georgia

[CSS Chattahoochee](#), Columbus, Georgia

[CSS Jackson](#), Columbus, Georgia

Hawaii

[USS Arizona](#), Honolulu, Hawaii

[USS Bowfin](#), Honolulu, Hawaii

[Japanese Kaiten](#), Honolulu, Hawaii

[USS Missouri](#), Honolulu, Hawaii

[USS Utah](#), Honolulu, Hawaii

Illinois

[German U-505](#), Chicago, Illinois

Indiana

[USS LST-325](#), Evansville, Indiana

Iowa

[USACOE Dredge William M. Black](#), Dubuque,
Iowa

Louisiana

[USS Kidd](#), Baton Rouge, Louisiana

Maryland

[Lightship Chesapeake](#), Baltimore, Maryland

[USS Constellation](#), Baltimore, Maryland

[SS John W. Brown](#), Baltimore, Maryland

[USCGC Taney](#), Baltimore, Maryland

[USS Torsk](#), Baltimore, Maryland

Massachusetts

[USS Cassin Young](#), Boston, Massachusetts

[USS Constitution](#), Boston, Massachusetts

[Tug Luna](#), Boston, Massachusetts

[Demolition Boat](#), Fall River, Massachusetts

[Hiddensee](#), Fall River, Massachusetts

[USS Joseph P. Kennedy, Jr.](#), Fall River, MA

[LCM 56](#), Fall River, Massachusetts

[USS Lionfish](#), Fall River, Massachusetts

[USS Massachusetts](#), Fall River, Massachusetts

[PT 617](#), Fall River, Massachusetts

[PT 796](#), Fall River, Massachusetts

[USS Salem](#), Quincy, Massachusetts

[German Seehund](#), Quincy, Massachusetts

Michigan

[USCGC Bramble](#), Port Huron, Michigan

[SS City Of Milwaukee](#), Manistee, Michigan

[USCGC McLane](#), Muskegon, Michigan

[SS Milwaukee Clipper](#), Muskegon, Michigan

[USS Silversides](#), Muskegon, Michigan

Mississippi

[USS Cairo](#), Vicksburg, Mississippi

Missouri

[USS Aries](#), Brunswick, Missouri

Nebraska

[USS Hazard](#), Omaha, Nebraska

[USS Marlin](#), Omaha, Nebraska

New Hampshire

[USS Albacore](#), Portsmouth, New Hampshire

New Jersey

[USS New Jersey](#), Camden, New Jersey

[Japanese Kaiten](#), Hackensack, New Jersey

[USS Ling](#), Hackensack, New Jersey

[PBR Mark II](#), Hackensack, New Jersey

[German Seehund](#), Hackensack, New Jersey

[Fenian Ram](#), Paterson, New Jersey

[Holland Boat #1](#), Paterson, New Jersey

[Intelligent Whale](#), Sea Girt, New Jersey

New York

[USS Slater](#), Albany, New York

[USS Croaker](#), Buffalo, New York

[USS Little Rock](#), Buffalo, New York

[PTF 17](#), Buffalo, New York

[USS The Sullivans](#), Buffalo, New York

[MV Commander](#), Cornwall-on-Hudson, NY

[USS Growler](#), New York, New York

[USS Intrepid](#), New York, New York

[USAT LT-5](#), Oswego, New York

[Admiral's Barge](#), Romulus, New York

North Carolina

[USS North Carolina](#), Wilmington, NC

Ohio

[USS Cod](#), Cleveland, Ohio

[SS William G. Mather](#), Cleveland, Ohio

Oklahoma

[USS Batfish](#), Muskogee, Oklahoma

Paper Boat
Alapaha Area Council



Follow the instructions below to make a paper boat.
Try sailing these boats in a puddle, by blowing on them.
Begin with a **square** sheet of paper.

	1. Fold the paper in half.
	2. Crease one side of the folded paper.
	3. Fold in the corners as shown.
	4. Fold half of the paper over.
	5. Turn it over.
	6. Fold down the corners.
	7. Fold in half.

	8. Make creases, then open from the top and flatten.
	9. Fold ends to middle and make creases. Open again, keeping creases in place.
	10. Crease the sides as shown to help the boat stand up.

Compass Neckerchief Slide

Alapaha Area Council



Materials

- Toy Compass 10" Suede Cord
- 3 Pony Beads 4" Pipe Cleaner
- Low Temp Glue Gun

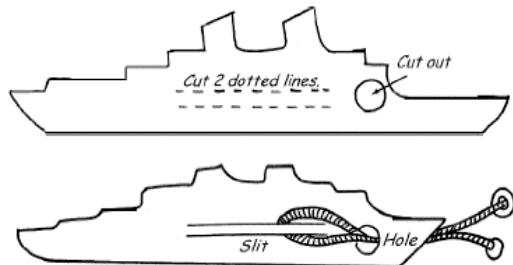
Instructions

- ✓ Hot glue suede cord all around compass.
- ✓ Leave both ends hanging from the compass.
- ✓ Cut ends into a point to make stringing pony beads easier.
- ✓ Slide both ends into one pony bead and push it all the way to the compass.
- ✓ String one pony bead onto each end.
- ✓ Tie knot to secure.
- ✓ Trim.
- ✓ Hot glue a 4" piece of pipe cleaner on to back of compass to twist into a neckerchief slide.

“Leather” and Button Puzzle
Alapaha Area Council

Materials

Vinyl
Two buttons
Heavy string
Scissors



Instructions

- ✓ Trace the ship pattern on vinyl.
- ✓ Make two parallel cuts (as in picture) in the center of the vinyl.
- ✓ At the end cut a hole, slightly larger than the width of the slits, but smaller than the buttons.
- ✓ Pass a heavy string under the slits, through the hole, and fasten buttons to the loose ends of the string.
- ✓ Buttons need to be larger than the hole.
- ✓ The object is to remove the string and buttons without untying the buttons.



To solve the puzzle,

- ✓ Fold the vinyl, pulling the slit away from the body of the ship.
- ✓ Fold the slit material in half, and pass it through the hole with the string pinched at the end of the folded slit.
- ✓ Once the slit and string are through the hole, the button on the end of the string can be pulled through the loop of vinyl and removed.
- ✓ Reassemble by reversing the process.

Cork Boats

Alapaha Area Council

Materials

Large corks
Washers
Toothpick
Pieces of paper

Instructions

Cut a slit in the cork; push the washer part-way into the slit. On the opposite side, push the toothpick into the cork. Thread a small piece of paper onto the toothpick for a sail. Cork boats can be sailed in a dishpan of water, bathtubs, small swimming pools, or deep puddles.

Nautical Coasters
Baltimore Area Council



Materials:

rope
sandpaper
tape
tin can
string
glue

- To fit a standard size glass, use a tin can about 2½” across for a mold.
- Invert can and coil a small circle of rope on top.
- Tie with string to hold.
- Continue to coil rope to cover top.
- Wrap rope around sides of can for about 2 inches, taping to hold.
- Cover with glue.
- When glue is dry, remove can and tape, sand well.

Beaded Neckerchief Slides

Alapaha Area Council

Choose blue and yellow for Cubs or khaki and red for Webelos and weave a neckerchief slide to match your uniform.



Materials

30 Pony Beads
24" 1mm Black Round Elastic
White Glue

Instructions

- ✓ Cut elastic cord into 24" lengths.
- ✓ Stiffen ends with white glue.
- ✓ String the first row of three beads onto cord and push to the center of the cord.
- ✓ Lace the 2nd row of beads onto one cord.
- ✓ Lace the other cord through the same beads in reverse order.
- ✓ Pull both cords snugly.
- ✓ Continue with the next row of beads until you have laced rows.
- ✓ Loop beads around and string one cord through first row of beads.
- ✓ Tie cords together pulling tight.
- ✓ Put a dab of white glue on knot.
- ✓ Let dry, then trim the lace

Display Of Knots Slide

Long Beach Area, Verdugo Hills, San Gabriel Valley Councils

This slide is as easy as tying a square knot! Simply cut yourself a piece of 1/8" bass wood, about 2 1/2" x 3 1/2". Sand and round the edges. Stain with shoe polish or wood stain.

Now the tricky part. Using thin hemp rope or thin strand rope, tie each of the basic scout knots in miniature. Use a 1/8" dowel cut into short 1/2" pieces for tying the Clove Hitch, Timber Hitch, Two Half-hitch, and Tautline. The Bowline, Sheet Bend, and the Square Knot can all be tied without dowels. Trim ends for more presentable looking knots.

Using wood glue, dab each knot with glue and hold in position until it sets up, then set aside and let dry. Whittle a wood loop, attach a leather strip, or glue a piece of PVC pipe or wooden slide ring to the back of your board. You can also drill two small holes on each side and use the same knot material to form a loop in the back. After all the knots are affixed to the board varnish the entire slide.

Walnut Ships:

Sam Houston Area Council



Materials:

- Play clay (any non-hardening clay)
- Walnut-shells halves,
- Scissors
- Toothpicks,
- Liquid white glue
- Colored construction paper
- Colored felt-tipped markers or crayons

Directions:

Press small balls of clay into walnut-shell halves. Continue by following the directions for one or more of the ships described below.

SAILBOAT -

Cut triangular sail from the colored construction paper. Don't make the sail larger than toothpick size. Using liquid white glue, glue the sail to a toothpick. Leave enough toothpick at the bottom to push into clay. Let the sail dry.

CLIPPER SHIP -

Cut three squares from colored construction paper. Make one a little smaller than the other two. Draw a design—like the cross in the illustration—on the smaller square with colored felt-tipped marker or crayons. Push toothpicks through the tops and bottoms of each sail, see illustration.

Leave enough toothpick mast at the bottom to push into the clay. Cut an anchor from colored construction paper and glue it to the side of the shell.

PIRATE SHIP -

Cut two rectangles from the colored construction paper, one larger than the other. Decorate the larger rectangle with a pirate's skull and crossbones, see illustration. Using liquid white glue, glue the sails, with the larger one on the bottom, to the toothpick, see illustration. Let the sail dry. Push toothpick into the shell.

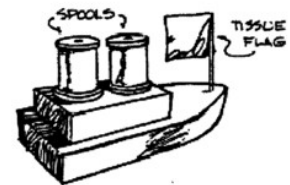
Racing Boats

Baltimore Area Council

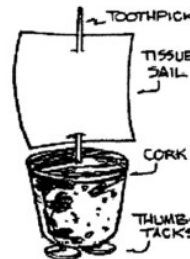
Here are some ideas on how to construct ships for your raingutter races.



WALNUT SHELL BOAT. Press dab of nonhardening clay into walnut shell half to hold masts made of toothpicks. Sails and anchor are construction paper.



BALSA BOAT. Carve from balsa wood.



CORK BOAT. Thumbtacks aid stability.



CORK SHIP. Carve hull and superstructure from one- or two-inch-thick pieces of scrap cork. Nail, pin, or glue on other parts and attach dowel masts and sails.

Soap Fish:

Sam Houston Area Council

For Cubs who have earned their whittling chip, this is good way to practice safely carving an object.

A simple fish or whale shape is fairly easy to carve, and there is no such thing as a wrong shape.

Various kinds of Fish come in many sizes and shapes.

These make great gifts too.

Materials: pocket knife, bars of colorful soap (glycerin soap is the easiest and looks nice)

Directions:

First draw the desired outline on a piece of tracing paper.

Then place it over the bar of soap and trace hard with a pencil to transfer the pattern.
 Then just carve around the outline.
 Don't waste the carvings either.
 Press them together to mould additional shapes.

Ocean-In-A-Bottle:

Sam Houston Area Council

Have you ever seen a miniature ocean, a kinetic device which gives the effect of churning ocean waves? The secret is two incompatible liquids which swirl around but never mix.

Materials needed: water, liquid food coloring, mineral oil (turpentine may be used instead), and a long jar or other glass container which can be tightly capped.

Directions:

- ✓ Fill the container slightly less than halfway with water. (Hint: a bottle of drinking water in a clear plastic container is perfect. If the bottle is full, have the boys drink the water until the bottle is at the right level.)
- ✓ Add a drop each of blue and green food coloring.
- ✓ Fill the top with mineral oil.
- ✓ Seal tightly, trying to keep air bubbles out by overfilling bottle slightly.
- ✓ Hold the container sideways, and tilt it up and down to see the effect.
- ✓ Make a stand for Ocean-in-a-Bottle by fixing two wooden dowels in a piece of plywood.
- ✓ You may also cut a curved shape in a small box or show box and rest the bottle for display.

Ocean in a Shell:

Sam Houston Area Council

If the boys have never "heard the ocean" when they put a large shell up to their ear, then find a large conch shell or other kind of shell that has a large opening and curls inward. Have the boys put it up to their ear, but not so close that they block off the air from getting into it.

The best explanation as to why this works is that the shell captures the noise from around you and focuses it on your ear. A similar effect can be heard with a glass or even by cupping your hand, but be sure that there is some background noise (not usually a problem at a den meeting).

Macramé Key Chain

Alapaha Area Council

Materials

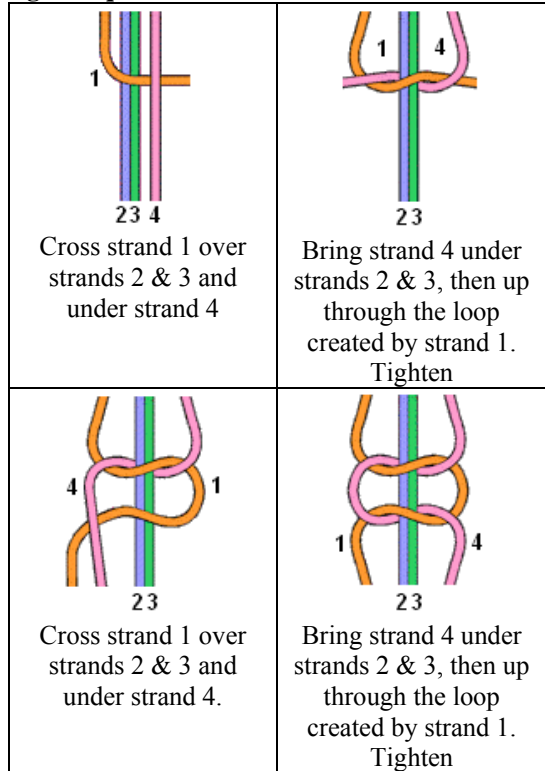
- 6 yards hemp
- 3 beads
- 1 key ring
- Masking tape



Making the half hitch:

- ✓ Cut hemp into two 3 yard lengths.
- ✓ Fold both pieces in half and half hitch them to a metal key ring by placing the folded end down through the key ring and drawing the cord ends down through the folded end loop. Diagram above shows how the key ring will look with one cord half hitched to it. Your key ring will have two cords half hitched so you will have 4 working cords.
- ✓ Now, tape the key ring to your table top.

Making the square knots:



Adding Beads:

- ✓ Make four square knots.
- ✓ String your first bead on the two middle cords.
- ✓ Make a square knot directly under the bead.
- ✓ Add another bead.
- ✓ Make another square knot.
- ✓ Repeat.
- ✓ Make 3 more square knots.
- ✓ Tie all 4 cords into a large knot. Trim.

Scrimshaw

Baltimore Area Council

Need: two foam trays, permanent marker

- ✓ Cut a shark-fin shape from a foam tray.
- ✓ Decorate the shape with a permanent marker.
- ✓ Cut the base from the second foam tray.
- ✓ Make a slit in the top of the base and insert the fin.
- ✓ Can be used for racing in irrigation ditches or your raingutters for Raingutter Regatta.

Ocean Wall Hanging Baltimore Area Council

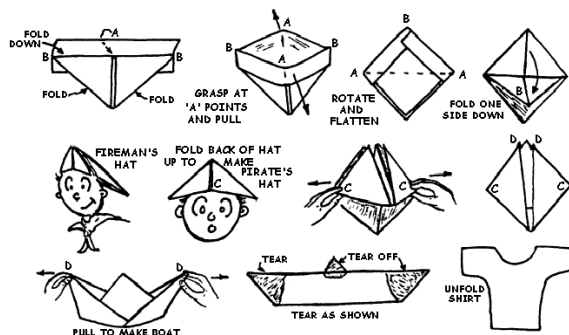
- Need:** foam tray, construction paper, green cellophane, shells, marbles, rocks, cling wrap, tape, glue
- ✓ Cut fish and ocean creatures from the construction paper,
 - ✓ Cut seaweed and plants from the green cellophane (or construction paper.)
 - ✓ Arrange shapes and glue on the foam tray.
 - ✓ Glue shells, marbles, rocks, etc. to the side (which will be the bottom.)
 - ✓ Cover the foam tray with cling wrap and tape on back. Make sure that the cling wrap is pulled tight before taping.
 - ✓ Add a piece of yarn or picture frame hanger to hang the ocean scene.

AUDIENCE PARTICIPATIONS

Make a Paper Boat (and tell a story!)

Baltimore Area Council

FOLDING INSTRUCTIONS: Take a full sheet of newspaper, folded on the center crease with the folded edge away from you. Take the two upper corners and fold them so that they meet at exact center. Fold the remaining flaps up, one on each side. Fold and tuck in the remaining points. Continue refolding following the illustrations outlined below to make two hats, then the boat.



After completing the boat, you can tell a funny story as you tear the boat apart (as shown in the last two steps). *With a little imagination, you can create a story that covers all the folds and shapes created.*

"It was a dark and stormy night, and a ship was being tossed around off shore. The ship hit a rock, and the bow was ripped off (tear off one end of the boat as shown). Then it was whipped around, and the stern was demolished (tear off the other end of the boat). To make things worse, a bolt of lightning came and knocked off the mast (tear the top point off the boat). The boat then sank, and all that was ever found (here's where you unfold the remains of the paper boat) was the Captain's shirt."

Practice the story and tearing off the pieces several times by yourself before you try to tell it in front of an audience!

Cub Knot Story

Long Beach Area, Verdugo Hills, San Gabriel Valley Councils

Divide audience into four parts
Assign each part a word and a response to say when the word is mentioned in the story.

Practice as you make assignments

Rope: "I'm fit to be tied"

Knot: Cross arms in front and say, "What knot?"

Cub Scout: "Where are the cookies?"

Den meeting: "Paint, cut, glue"

For those of you who can't imagine that a **Rope** can come alive, this story may be hard to believe. Once there was a four-foot piece of **Rope** who wanted to become a **Cub Scout**. The **Rope** knew that in **Den Meetings Cub Scouts** learned to tie **Knots in Ropes**. He had always wanted to learn how to tie himself into a **Knot**. So the **Rope** checked with a **Cub Scout** that he knew to find out when the next **Den Meeting** was to be held. He put on his best tie, hitched up his pants, and headed for the meeting. The **Rope** could tell he was at the right house because several **Cub Scouts** were arriving to begin the **Den Meeting**. The **Rope** walked right in and said to the den leader "I want to be a **Cub Scout** and attend your **Den Meetings**." But the den leader said, "I cannot let a **Rope** be a **Cub Scout**!" Well the **Rope** was really upset. He ran out of the **Den Meeting, Knot** knowing what to do next. He ran outside into the gravel road and was run over by a bread truck. The **Rope** was tumbled, rolled, crunched, and in general, pretty messed up. His ends were all unraveled, and he had been twisted into a quadruple half hitch **Knot**. The **Rope** could not even remember who he was. But somehow he remembered he wanted to be a **Cub Scout** and that a **Den Meeting** was going on that he should be attending. He stumbled to the front door and knocked. When the **Cub Scout** den leader opened the door, there was the unraveled half hitched **Rope**. "I want to be a **Cub Scout**," said the **Rope**. The den leader looked at him and said, "Aren't you the **Rope** that was here a few minutes ago?" The **Rope** looked right at the den leader and shouted, "No, I'm a frayed **Knot**."

A-to-Z Audience Participation Stunt:

Sam Houston Area Council

Letter 2 sets of 26 cards with the letters of the alphabet. One set of the cards are then handed out to the audience and they are to put a word (remind them that a Scout is clean) on the card beginning with the letter on the card. You can make it theme related by telling them they must use a nautical (Something related to a ship, boat or the sea or lake) word. These they keep. Baloo then tells the story below. As he pauses and holds up the next letter for the story the member of the audience with that letter reads off the word on his card, first A, then B, C, all the way to Z. There will be some unusual results.

The other day I saw **A** and **B** walking down the **C**. I said **D** to them but they didn't say **E**. **F** I said and ran after **G**. Again I yelled **H**. This time they heard me. When they stopped, **I** saw they had a **J** and a **K** with them. 'We can't talk now. We are going to **L** this and **M** is waiting for it. So I said good-

bye and went to lunch. At the N I had an O and P and got in my Q to go. When I got there, I found I had lost my R. Then I knew it was going to be a bad S. So I picked up my T, U, V, W and X, said so long to my Y and got on my Z and left.

A Halloween Visit

Baltimore Area Council

Divide audience into seven parts

Assign each part a word and a response to say when the word is mentioned in the story.

Practice as you make assignments

HALLOWEEN: Who-o-o-o-o

WIND: Sh-h-h-h-h

MIKE: Testing 1-2-3!

BELL: Avon calling

CAROL: Jingle bells, Jingle bells!

HAUNTED: Boo!

MR. CARSON: He-e-e-ere's Johnny!!

It was HALLOWEEN night. The air was crisp and cool and the WIND made the leaves dance around the houses and swirl between the parked cars. MIKE and CAROL were putting on their HALLOWEEN costumes and thinking about their evening to come.

"Hey, CAROL, come in here a minute," MIKE yelled. "Help me tie this costume on".

"Just a minute, MIKE," replied CAROL. "I've got to get my shoes on." a moment later, CAROL, wearing a rabbit suit, Came into MIKE's room and helped him lace up the back of his HALLOWEEN Costume.

"Are you going to do it this year?" asked MIKE.

"Do what, MIKE," asked CAROL.

"You know! are you going to Trick or Treat at MR. CARSON's house this HALLOWEEN? They say his house is HAUNTED."

CAROL answered, "We've talked about this all year. This HALLOWEEN we're going to march right up to MR. CARSON's house and ring the BELL, even if it is HAUNTED!"

MIKE remembered, but his resolution wavered as the WIND rattled against the window.

Time to go! The children rushed out of the house, carol in her rabbit suit and MIKE all dressed up as a turtle. Madly they raced from door to door, ringing BELLS and collecting the proffered HALLOWEEN candy. But all evening, they kept one eye peeled on MR. CARSON's dark windows in the house at the end of the street. Soon they stood in the swirl of leaves the WIND had left at the end of MR. CARSON's sidewalk.

"Aw, it's prob'ly just an old story," said MIKE in a slightly nervous voice. "It doesn't really look HAUNTED, does it, CAROL?"

"I don't know, MIKE," whispered CAROL, eyeing the one small lit window beside the door. "We aren't supposed to a door if there isn't a light on, but it looks like MR. CARSON left the entry light on tonight."

As if to agree with her, the WIND moaned through the trees and made the leaves whisper among themselves. MIKE

stamped his foot. "Well, if we're gonna do it, let's do it!" he said. "Come on, CAROL."

Slowly, the two children crept up to the door and rang the BELL. A shadow moved s-l-o-w-l-y across the window. The doorknob rattled and the door swung silently open.

MIKE and CAROL stood face to face with MR. CARSON. "Well...", he said, "why has it taken you two all these years to finally come to my house on HALLOWEEN?"

MIKE was petrified, but CAROL stammered out a squeaky, "T-T-Trick or T-Treat?"

MR. CARSON laughed and held out a big bowl of HALLOWEEN Candy. MIKE and CAROL tentatively reached out their hands and helped themselves to the offered goodies.

Then, with a quick smile and a "Thank you," MIKE and CAROL dashed off into the darkness. The WIND carried MR. CARSON's final laugh to them as he slowly closed his door.

ADVANCEMENT CEREMONIES

Treasure Chest

Baltimore Area Council

Arrangement: Treasure chest filled with treasure and awards. *Optional: Captain's or pirate's costume.*

Cubmaster: Will the following boys please stand?

Throughout history, the sea has provided mankind with great abundance, wealth and adventure.

The-sea is the source of food for coastal people. The ancient Phoenicians, the Greeks, the Romans, the Vikings and the Tahitians all explored the seas, meeting other people, establishing trade, finding new homes.

Controlling the sea has been vital to the strength on many nations: the British Empire, the Spanish Empire, the United States. The exploits of John Paul Jones, Black Beard the Pirate, Captain Cook, Christopher Columbus, Magellan inspire our admiration and imagination.

Often, those seeking treasure of gold, silver, spice, find instead more significant kinds of treasure, new lands, new cultures, new trade routes, new types of food and goods. Often, the search itself is more valuable than any goods brought back. The knowledge gained by the remarkable explorer Jacques Cousteau will benefit humanity for generations. Currently, the deepest parts of the oceans are even less well known than space.

Like the greatest seafarers, these boys have gained new knowledge and skills by taking on the challenges of Cub Scouting, thereby earning awards. *Call the boys up and announce their awards. Distribute from the treasure chest.*

Walk The Plank*Baltimore Area Council*

Arrangement: Cubmaster dressed as a Sailor. Place a 2x10-foot plank on the floor. Cubmaster stands at one end of the plank and explains the meaning of "walking the plank".

Cubmaster: Tonight, we have another meaning for the term walking the plank. Cub Scouts who have earned their rank will be asked to walk the plank to receive their award. Then they 'Jump Off' into working on their next rank or more electives with new and different activities, as well as exciting fun and adventure. Parents of these modern day sailors, please come forward with your son as I call his name. You will accompany him in walking the plank, just as you have assisted him in earning this rank.

Avast There Ye Swabs*Baltimore Area Council*

Arrangement: Treasure chest filled with treasure and awards. Costumes for Captain and First Mate

CAPTAIN: Avast there, ye swabs - your attention or I'll have ye all up before the mast. Tonight we have reached the time for the division of our hard gained loot during our last assault on Fort Achievement and the harbor town of Cub Electives. E'en tho' stoutly defeated, these forts have been subdued by as fine a crew of hearties as had been aboard this deck in many a fine moon. Now, will the First mate call forth my brave lads and their partners that they may be richly rewarded for their valor.

FIRST MATE: (First Mate calls forth Cubs who are advancing and their parents.) The crew stands ready, Captain!

CAPTAIN: Aye, and a fine group of fellows we have here. (Present awards to parents to give to their sons as First Mate calls out names and awards) Now then, me hearties -- Let's give a fine swashbuckling cheer for our pals who have ventured forth and returned with bountiful treasure. (cheer) And the rest of ye - mark my words - I'll have no slackards in my crew - on our next raid ye ALL better be coming forward for reward or the FISH will have bait in the harbor that night! (to those still up front) Get ye back to yer quarters now and prepare for another assault and more rich rewards from Cub Scouting!

Let the Compass Guide You*Alapaha Area Council*

Props: Make a large compass to place in front of the advancement table.

CM: We look to the compass for our guide. To the East we find Cubs ready for their Bobcat badges. Will these boys and their parents come forward? Their eagerness is like the dawn of the day. (*Present awards.*)

CM: To the South is the Wolf with his spirit of adventure. Will the Cubs who have earned their Wolf badge come forward with their parents? (*Present awards.*)

CM: To the West is the Bear hunting on the trail of Scouting. Will the Cubs who have earned their Bear badge come forward with their parents? (*Present awards.*)

CM: To the North is the Webelos, about to realize their boyhood dreams. This area is alive with action. Will these boys come forward with their parents? (*Present awards.*)

CM: Let the compass guide all of you on your trails and may you carry into your adult lives the ideals of Scouting.

A Trip Across The Country - From Sea To Shining Sea*Long Beach Area, Verdugo Hills, San Gabriel Valley Councils*

This ceremony is set up so that if you do not have all ranks to present, you can tell a little about each rank then omit the paragraph after the name of the rank in parentheses (()) and go on to the next rank. CD

Tonight we're going to take a trip—a trip across the country—from sea to shining sea. We'll begin in the east and move our way west, like our forbearers did as they settled this great land. When our country first began as a new country, the land on the east coast was settled. People moved from other countries to this land of opportunity.

The trip through Cub Scouting goes doing much the same way. When boys first join a Pack, they settle in this new world we call Cub Scouting. And like the first settlers of the new world, they learn new ideas and new ways to live. The new Cubs have learned about the Pack and about Cub Scouting. They have discovered the Law and the Promise, the Cub Scout Sign, handshake, and salute, and other important things that make being a Cub Scout possible.

(BOBCAT)

Tonight we have several Cub Scouts, new to the Pack, who have just begun their trip. [List names of Bobcat recipients and call them with their parents to the front of the room.] [Hand parents the awards to present to the boys and congratulate them with the Cub Scout handshake. Offer a cheer or a special applause and ask them to take their seats.]

Once the settlers became comfortable with how to live in the new world, they became more adventurous. They set out from the east to cross the Appalachian Mountains. As they crossed the mountains, they found new adventures and new challenges. In Scouting, the Wolf Cub Scout moves forward too, crossing his own "mountains" to meet new challenges and adventures. He learns about the American flag and his state flag; he begins to work on being physically fit, and he spends time learning more about his family, his home, and his neighborhood.

(WOLF)

Tonight we have some Cubs who have crossed the mountains of the Wolf trail and have met the challenges and welcomed the adventures that have brought them. [List names and invite them with their parents to come forward.] [Hand out badges to parents to give to the boys. Congratulate them and offer a suitable cheer or special applause. Have them sit down.]

So our trip continues. From the Appalachian Mountains, the settlers moved further west, into the Great Plains. Here they were greeted with challenges they had never imagined. But they also found the room to grow. That's exactly what happens after a Cub Scout leaves the Wolf den and becomes

a Bear. He faces more challenges, but he also learns and grows by facing those challenges.

(BEAR)

What does it take to face challenges and succeed in them? We can look to several of our Bear Scouts to find out. Tonight we have several Bear Scouts who have done just that. [List off Bear candidate names and invite them and their parents to the front of the room.] [Hand parents the awards to present to the boys and congratulate them. Offer a suitable cheer or applause and ask them to take their seats.]

Across the Great Plains and into the Rockies our settlers traveled. The Rockies presented to them the greatest of challenges. But again, they rose to the challenges, because they knew that with the hard work and hardships came a freedom and a strength that made it worth the effort. What about the Cub Scout's path? The next phase of their trail is the Webelos. Here the Cub Scout begins to let go of the security he has known from working closely with his parents. He starts his climb into a freer, but more responsible and more challenging level. He no longer has his parents sign off his completed requirements, but reports them to the Den Leader himself. He is becoming more responsible—the challenge—but is also growing more independent, learning to handle his freedom well.

(WEBELOS)

Tonight there are several Webelos Scouts who have struggled up their own Rockies and have met the challenges offered. [List names and invite them with their parents to come forward.] [Hand parents the awards to present to the boys and congratulate them. Offer a suitable cheer or special applause and ask them to take their seats.]

So the settlers finally crossed the Rockies. Can you imagine what it was like for those that found their way to Yosemite Valley? It was a struggle to cross the course terrain, but the sights that awaited them were beyond compare. The settlers who spent their lives crossing the country, one step at a time, received the reward they richly deserved. They saw the golden rays of the sunset along the Pacific Coast and knew that they had done it themselves.

And our Cub Scouts who grow into Webelos Scouts and advance the full trail of the Cub Scout program are also rewarded for their great accomplishments. They don't get riches of gold or silver; they don't get a life free of hard work, but they do get to know, deep down within them, that they have made it to the greatest reaches, for they have earned the Arrow of Light.

(ARROW OF LIGHT)

Tonight we celebrate the accomplishments of those Webelos Scouts in the Pack who have reached the summit, the top, the farthest reaches. We recognize and congratulate them for their efforts; efforts that took their greatest strength to complete. [List names and invite them with their parents to come forward.]

[Hand boys the parent's Arrow of Light pins to present to their parents. Then give parents the awards to present to the boys and congratulate them. Offer a suitable cheer or special applause and ask them to take their seat

THE ANCHORED SHIP

Sam Houston Area Council

This is a good one for doing the non-rank awards earned over the summer (Summertime Fun, Belt Loops, ...) CD

Props: A model ship or a cardboard cutout of a ship with paper anchors hanging from it.

CUBMASTER: (motion toward ship) the sailors were sailing along one afternoon when the clouds darkened and it began to thunder. The lightening was so heavy it lit the entire sky and wind was blowing harder and harder. The captain became a bit worried, so he spoke to the first-mate. They decided the best thing that they could do, would be to throw out all the anchors and hope that would keep the ship from being wrecked in the storm. As you can see, (point to anchors) that's what they did, and it worked just fine. The ship rode out the storm without any damage. But the sailors were so ill from the rolling waves caused by the storm that they cat get the anchors in. Let's see if we can help them.

Call each boy and parent and have each boy remove an anchor (awards may be attached to the anchors). When all the awards are handed out, have someone pick up the ship and sail off. Explain that it could sail once again now that it isn't anchored down.

GAMES

Ships in the Fog

Alapaha Area Council

Divide the den into two teams and line them up relay fashion at one end of the room. For each team set up a series of obstacles – chairs, tables, stools, and so on – between them and the other end of the room. Blindfold the first player on each team. On signal, he starts for the other end of the room, trying to avoid the obstacles. His teammates may call out directions (go right, left, etc.) When he reaches the other end of the room, he takes off the blindfold and runs back to touch off the next player, who is already blindfolded. Continue until all team members have raced. First team finished wins.

Walk the Rope

Alapaha Area Council

Lay two 12' pieces of rope straight on the floor about six feet apart. Stand a player in his stocking feet at the beginning of each rope. Blindfold the two players. Turn them around twice. At the starting signal, each player feels his way along the rope with his feet. He must keep his feet on the rope all the way or he is out of the race. The first one to reach the end of his rope wins. Variation: Play this also as a relay race with even teams at the beginning of the ropes. Each player must be blindfolded when it is his turn to walk the rope. At the end he removes his blindfold and rushes back to tag the next player on his team.

Hurricane Ball

Alapaha Area Council

Seat the Cub Scouts at a table that is small enough to place them close together. Put a ping-pong ball in the middle of the table. On signal, the Cub Scouts, with their chins on the table and their hands behind them, attempt to blow the ball away from their side of the table. If the ball falls to the floor, return it to the center of the table and continue the game.

Knot-Step Contest*Alapaha Area Council*

Line up scouts; each has a piece of rope. Call out the name of a knot. Each scout ties the knot. Judges quickly check the knots, and those scouts who have tied them correctly can take one step forward. First scout to reach the finish line is the winner.

Blow the Man Down*Alapaha Area Council*

Cut a strip of light cardboard about 2" x 6". This will be a standing pirate so bend the bottom inch and a half at right angles to stand it up. In turn, players are blindfolded, spun around 3 times, and then try to blow the man down. Give each player three tries. Winner is the player who is most successful in these three tries.

Duck In Water*Long Beach Area, Verdugo Hills, San Gabriel Valley Councils***Equipment:** Pool and Large rubber ball

- ✓ Cubs form a circle in water at least waist-deep.
- ✓ Three or four den members in the center.
- ✓ The rest try to hit the Cubs in the center with the large rubber ball
- ✓ They try to avoid being hit by ducking under the water.
- ✓ When hit they change places with the thrower.

Boat Race*Long Beach Area, Verdugo Hills, San Gabriel Valley Councils***You will need:** (for each Den/Patrol) A toy boat or car connected to a long length of string on a roller

This is an oldie but very good when you have a large group to keep amused and interested. Boat races can be run across a pool (Make sure your boats float) or across the floor of a room.

- ✓ Assign a toy boat to each Den..
- ✓ Attach these to long lengths of twine wound around pieces of dowel or broom handle.
- ✓ Rotating the dowel winds on the twine and drags the toy boat across the pool or along the floor.
- ✓ Split your den into teams or at a Pack meeting make each den a team. Sit each team near its boat.
- ✓ Choose one person from each Den to start
- ✓ After he winds in the boat, have someone run the boats back out to the start
- ✓ And the next Den member winds it in
- ✓ Encourage everyone to cheer their Den (team) on
- ✓ You only have to direct the two children running the boats.
- ✓ The rest of the Cubs are sitting cheering their boat in.
(PS – Cars will work, too when using a floor)

Fishing Derby*Baltimore Area Council*

Equipment Required: One magnet on a string for each team. Metal washers of different sizes and colors for different values. At least one metal washer for each player.

How to Play –

- ✓ Draw a large circle on the floor.
- ✓ In this circle scatter metal washers.
- ✓ Divide players into teams of two or more.

- ✓ One player from each team wears a blindfold, is given a magnet on a string and is directed by his team.
- ✓ On signal, the blindfolded players are directed into the circle by their team who try to get them to 'catch one of the more valued washers.
- ✓ Once the blindfolded Cub catches a washer he returns to his team with it.
- ✓ Another player puts on his blindfold and takes his turn.
- ✓ This continues till all have had a turn.
- ✓ The winner is the team with the most points as determined by the washers they 'caught'.

Ships in a Fog*Baltimore Area Council***Equipment Required:** Blindfolds for all but team leaders.

- ✓ The team leaders are shown the finish line.
- ✓ The team players are blindfolded and the team leader must guide his ship (team) to the finish line using certain noise commands.
- ✓ The team will decide whether to walk arm in arm, Indian to player (holding on front) or some other grouping.
- ✓ The team leader can give commands only by a whistle, compass directions or by drill commands The extent of these to be decided with an umpire in advance. The more difficult the site and the commands, the greater the challenge.
- ✓ On signal, team leaders guide their ship to the finish line. The first team across the line wins.

Sharks and Minnows:*Sam Houston Area Council*

A swimming pool game,

Start with one shark in the pool.

All "Minnows" are on one side of the pool, and When the shark says "Swim Minnows!"

All of the minnows have to try to swim to the other side of the pool without getting tagged by a shark.

Tagged minnows become sharks.

Port & Starboard:*Sam Houston Area Council*

One player is chosen as the captain. He calls out orders to the rest of the players who are the crew. If a player does not follow an order correctly, he is out. (This decision is made by the captain who is always right.) Layout the room like a boat, with a US flag posted at the bow.

Orders that the captain can give:

- ✓ **Hit the deck:** lay down on your stomach
- ✓ **Attention on deck:** salute and yell, "Aye, aye captain!" -- players may not move now until the captain gives the order of, "At ease!" (i.e. even if the captain gives a different order such as "to the ship" the crew must continue to remain at attention until told "at ease")
- ✓ **Four men in a boat:** the crew must form groups of four, huddle up and sing "Row, row, row your boat." Anybody who is not in a group of four is out.
- ✓ **Clear the deck:** everyone must have their feet up off the floor
- ✓ **Scrub the deck:** everyone on their knees scrubbing
- ✓ **Captain's Quarters:** everyone run to touch the captain.

- ✓ **Man-over-board:** Players must find a partner as quickly as possible. One partner must lay on their stomach while the other places their foot on their partner's back. Boys without a partner or pairs that are too slow are eliminated.
- ✓ **Up Periscope:** Every player falls on their back and sticks one leg in the air, twisting their foot side to side. The slowest ones to make a periscope can be eliminated.
- ✓ **SHARK!!!!:** Everyone must run to a designated base (multiple bases can be used). The last player to the base is eliminated.
- ✓ **Crow's nest:** All players must find a partner. The lighter player piggybacks on their partner's back. Those without partners or who assemble the crow's nest too slowly are eliminated.
- ✓ **Three men in a tub:** boys form groups of three and sit on the floor with their hands clasped in a circle. The players who are the odd-man-out are eliminated.
- ✓ **Sick turtle:** Everyone falls onto their backs and waves their hands and feet in the air.
- ✓ **To the Bow:** Run to the front of the boat
- ✓ **To the Stern:** Run to the back of the boat
- ✓ **To Port:** Run to the left side of the boat
- ✓ **To Starboard:** Run to the right side of the boat.
- ✓ **Row the Boat:** Each player finds a partner. Partners sit face to face, hold hands, and pretend to row a boat. Players who can't find partners or who are too slow to start rowing are eliminated.

This can be a fun, cool activity played in the shallow end of a pool.

Sleeping Pirate

Baltimore Area Council

Equipment Required: Blindfold, 'treasure' and water pistol (if variation used).

- ✓ Players form a large circle.
- ✓ One player, wearing a blindfold, is the sleeping pirate. He sits in the center of the circle guarding the treasure.
- ✓ The leader points to one of the players who creeps in on the pirate and tries to steal the treasure.
- ✓ If the pirate hears a sound, he points in that direction
- ✓ If he points at the player, the player returns to the circle and another player is chosen.
- ✓ If the player steals the treasure, he becomes the pirate.

Variations –

- ✓ Use two pirates sitting back to back and two treasures. Have two players creep in.
- ✓ Play it outdoors and use a water pistol - no doubt when player is shot.

Fishtail

Baltimore Area Council

Equipment Required A white cloth

- ✓ Players form up in single file - each one grasping the waist of the player ahead.
- ✓ The last player has a white 'tail' tucked into the back of his belt.
- ✓ The head tries to maneuver so that he can snatch the tail while the player with the tail tries to prevent it.
- ✓ After a few minutes, another two players change places with the head and tail

Caution: Make sure that the area is clear of obstructions.

Nigel's Navy

Long Beach Area, Verdugo Hills, San Gabriel Valley Councils

Equipment: Four small balls of different colored wool, and some white cards

Divide the Cubs into three or four fleets. Each has an adult Leader as an Admiral and Quartermaster. Each also has a base in which the Admiral/Quartermaster sits. There are three types of ships; battleships, submarines and destroyers. There should be three destroyers to every two submarines and to every one battleship. Each Cub should be given a small piece of card with the letter D, S, or B, to show which ship they represent. Each fleet has its own color wool, and each Cub in that fleet has a piece of that color wool ties round his arm. During the battle a battleship takes a destroyer; a destroyer takes a submarine, and a submarine takes a battleship. The facts should be made very clear. At a given signal the fleets are released from their bases to the central fighting area, where every member challenges any other member of another fleet by tagging them. Each then says what ship he represents. Nothing happens if they are the same, but when different the loser must give up his piece of wool to the other, and return to base for a new piece of wool from the Quartermaster. He may not continue fighting without a piece of wool his own color. The side collecting the most wool of the other colors wins. It is advisable to have intervals in order for the Cubs in the fleet to change ships, by swapping cards.

One of the battleships is given an extra card, which signifies the flag it carries, for he is the flagship. This flag must be made the decisive factor, and so, depending on the number in each fleet, is worth at least 50 to 150 pieces of wool. If this battleship is attacked by a submarine, it must surrender its flag as well, which the submarine at once returns to his Admiral, who at once gives it to his own flagship, who thus becomes doubly valuable. This flagship, if attacked, loses both its flags at the same time. Clearly it is wise for this flagship to play a defensive role and to be helped out by defending submarines and destroyers of his own fleet. The flagship can only be changed once in the game. The game may be played for up to thirty minutes. Count wool as it is handed in to the Quartermasters.

SONGS

Pirate Ship

Long Beach Area, Verdugo Hills, San Gabriel Valley Councils & Southern NJ Council

(actions in brackets)

When I was one (hold up one finger)
I sucked my thumb (suck your thumb)

I received this sing from several sources. There were at least two versions to the chorus. Take your choice. CD

CHORUS

The day I went to sea, (make waves with a hand)
I climbed aboard a pirate ship (climb an invisible ladder)
And the Captain (salute) said to me,
We're going north, (stomp foot in front of you)

South, (stomp foot behind you)
 East, (stomp foot to the right)
 West, (stomp foot to the left)
 And up the Irish sea, (two hands beside each other, palms facing out, make an "up" motion towards your head)
 A bottle of Coke (drink from a bottle) to soothe my throat (rub your belly)
 And that's the life for me!"

ALTERNATE CHORUS

And then I went to sea, (make waves with a hand)
 I climbed aboard a pirate ship (climb an invisible ladder)
 The Captain (salute) says to me,
 We're going this way, (lean body left)
 That way, (lean body right)
 Forward, (lean forward)
 Backward, (lean back)
 Over the bounding main, (two hands in front, palms down making waves)
 A bottle of Coke (raise arm pretending to hold a bottle) to soothe my throat (drink from bottle help in hand)
 And that's the life for me!" (raise a leg, slap knee)

When I was two (hold up two fingers)
 I tied my shoe (tie your shoe)

CHORUS

When I was three (hold up three fingers)
 I scraped my knee (brush your knee)

CHORUS

Four: I shut the door (shut an imaginary door)
 Five: I did the jive (?) (do a little dance)
 Six: I picked up sticks (pick up sticks)
 Seven: I looked at heaven (point upward, act 'angelic')
 Eight: I closed the gate (close an imaginary gate)
 Nine: I was doing fine (look impatient)
 Ten: I did it again (look exasperated)

Our Paddles Keen And Bright

Long Beach Area, Verdugo Hills, San Gabriel Valley Councils

A favorite from my days at No-Be-Bo-Sco. Where is Golden Eddie when you need him?? CD

Our paddles keen and bright, flashing like silver,
 Swift as the wild goose flies, dip, dip, and swing.
 Dip, dip, and swing them back, flashing like silver,
 Swift as the wild goose flies, dip, dip, and swing.
Sing two or three times through, with voices becoming louder and then softer-as though canoes were first approaching and then moving away. [Also may be sung as a round.]

Cub Scout Sailors

Baltimore Area Council

Tune - My Bonnie

The Cub Scouts sailed out on the ocean
 One weekend with all of the pack.
 They didn't remember the compass.
 Oh, please bring that Cub Scout pack back.

CHORUS: Bring back, bring back,
 Bring back those Cub Scouts to me, to me,
 Bring back, bring back,
 Bring those Cub Scouts to me.

They sailed 'til they reached Honolulu.
 They landed with nobody hurt.
 They went to a Hawaiian luau.
 Dressed up in blue-gold flowered shirts.

CHORUS

They headed back home one gray morning.
 Got caught in a bad hurricane.
 The last report that we had of them,
 They were sighted in waters off Spain.

CHORUS**The Seamen Sailed out to Sea**

Baltimore Area Council

Tune: "The Bear Went Over The Mountain"

The seamen sailed out to sea,
 The seamen sailed out to sea,
 The seamen sailed out to sea,
 To see what they could see.
 To see what they could see,
 To see what they could see,
 The seamen sailed out to sea,
 To see what they could see.

The sea is all they saw,
 The sea is all they saw,
 The sea is all they saw,
 See, all they saw was sea.

The sea surged over the seamen,
 the sea surged over the seamen
 The sea surged over the seamen,
 So all they saw was sea.
 So all they saw was sea,
 So all they saw was sea,
 Since the sea surged over the seamen,

All they saw was sea.
 See saw seamen,
 Sea sick seamen,
 See saw seamen,
 See sawing on the sea.

See sawing on the sea
 See sawing on the sea
 See sawing on the sea
 Seasick seamen
 Seasick seamen
 Seasick seamen
 We saw seasick seamen
 See sawing on the sea

Seasick seamen
 Seasick seamen
 Seasick seamen
 So now it's sea sick me!

Ship on the Sea*Baltimore Area Council*

Tune: "The Farmer In The Dell"

The ship on the Sea,
The ship on the sea,
High o'er the waves we go.
The ship on the sea.

The ship picks the captain, (etc.)
The captain picks the sailor, (etc.)
The sailor picks the pole, (etc.)
The pole picks the line, (etc.)
The line picks the hook, (etc.)
The hook picks the worm, (etc.)
The worm picks the fish, (etc.)
The fish got away. (etc.)

There's a Hole in the Bottom of the Sea*I have had a lot of versions of this song over the years.*

*One even wound up with atoms on the tires on the truck
on the hair on the frog. This is great action song and don't
be afraid to improvise. CD*

Sam Houston Area Council

There's a hole in the bottom of the sea,
There's a hole in the bottom of the sea,
There's a hole, There's a hole,
There's a hole in the bottom of the sea
(in the first verse with hands make a horizontal hole, point
down, wiggle fingers as sea water)

There's a whale in the hole at the bottom of the sea,
There's a whale in the hole at the bottom of the sea,
There's a whale, there's a whale,
There's a whale in the hole at the bottom of the sea
(add to actions a large circle in air for whale)

There's a tail on the whale in the hole at the bottom of the
sea...etc.
(add to actions a wave upwards of the arm)

There's a bone in the tail on the whale in the hole at the
bottom of the sea ...etc.
(add to actions a chop action by side of one hand onto other
hand)

There's a nerve in the bone in the tail on the whale in the
hole at the bottom of the sea ... etc.
(add to actions a shiver of body)

CUB SAILORS*Sam Houston Area Council*

Tune: My Bonnie Lies Over the Ocean

The Cub Scouts sailed out on the ocean,
One weekend with all of the pack.
They didn't remember the compass.
Oh please bring that Cub Scout pack back

Chorus

Bring back, bring back,
Bring back those Cub Scouts back home to me.
Bring back, bring back,
Bring those Cub Scouts to me.
They sailed till they reached Honolulu.

They landed with nobody hurt.
They went to a Hawaiian luau.
Dressed up in blue and gold grass skirts.

Chorus

They headed back home one gray morning.
Got caught in a bad hurricane.
The last report that we heard of them,
They were sighted off the coast of Spain.

Chorus**SCOUT WETSPERS***Sam Houston Area Council*

tune: Oh Tannenbaum

Softly fall the rains today, as our campsite floats away
Silently, each Scout should ask
"Did I bring my SCUBA mask?"
Have I tied my tent flaps down?
Learned to swim so I won't drown?
Have I done, and will I try, everything to keep me dry?

THAT SEASICK FEELING*Sam Houston Area Council*

(Tune: You've Lost that Loving Feeling)

We always close our eyes,
When we're sailing on the seas.
And there's some shakiness
Going on down in my knees.
We're trying hard not to show it (baby).
But inside, inside we know it.

Chorus

We've got that seasick feeling,
Oooh, that seasick feeling.
We've got that seasick feeling,
I've got a stomach-ache
As I stagger toward the rail
And if I must get sick
I hope I don't barf on a whale.
You know I just feel like crying (baby).
Cause something in my stomach is dying.

Chorus**The Twelve Days of Halloween***Baltimore Area Council*

Tune: The Twelve Days of Christmas

On the first day of Halloween
My mother gave to me:
An owl in an old dead tree.

On the second day of Halloween
My mother gave to me:
Two trick or treaters....
And an owl in an old dead tree.

...Three black cats....
...Four skeletons....
... Five — scary — spooks —....
...Six goblins gobbling....
...Seven pumpkins glowing....
...Eight monsters shrieking....
...Nine Ghosts a-boeing....

...Ten ghouls a-groaning....
 ...Eleven masks a-leering....

On the Twelfth day of Halloween
 My mother gave to me:
 Twelve bats a-flyin,
 Eleven masks a-leering,
 Ten ghouls a-groaning,
 Nine Ghosts a-booing,
 Eight monsters shrieking,
 Seven pumpkins glowing,
 Six goblins gobbling,
 Five — scary — spooks —,
 Four skeletons,
 Three black cats,
 Two trick or treaters,
 And an owl in an old dead tree.

Nova Scotia

Long Beach Area, Verdugo Hills, San Gabriel Valley Councils

The sun was setting in the west,
 the birds were singing on every tree;
 all of nature seemed inclined to rest,
 but still there was no rest for me.

CHORUS:

So farewell to Nova Scotia, your sea bound coast,
 let your mountains dark and dreary be;
 For when I am far away on the briny ocean tossed,
 will you ever heave a sigh or a wish for me?

I grieve to leave my native land;
 I grieve to leave my comrades all;
 and my aged parents who I hold so dear,
 and the bonny, bonny lass that I do adore.

CHORUS

The drums do beat, the wars do alarm,
 the captain calls, we must obey;
 So farewell, farewell, to Nova Scotia's charms,
 for it's early in the morning I am far, far away.

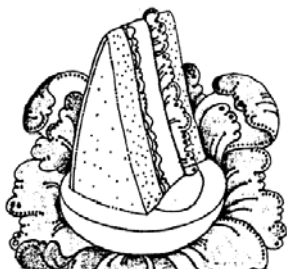
CHORUS

I have three brothers, and they are at rest,
 their arms are folded on their breast;
 But a poor simple sailor just like me,
 must be tossed and driven on the deep blue sea.

CHORUS

CUB GRUB

Sailboat Sandwiches
Baltimore Area Council



Ingredients:

- 3 slices bread
- 2 fillings: peanut butter and jelly, tuna salad and egg salad, ham and cheese, or whatever two fillings that you like together
- 2 hard-cooked eggs, peeled and halved lengthwise (the "boats")
- 4 lettuce leaves (the "sea")

Directions:

1. Make club sandwich,
2. Cut sandwich diagonally into four "sails" (see above).
3. Place upended sails onto boats,
4. Then "float" each boat on lettuce 'sea.

Oyster Cookies with Pearls

Baltimore Area Council

Ingredients:

- Vanilla wafers (2 for every "oyster")
- White frosting
- Silver cake decorating candy

Directions:

1. Coat flat underside of wafer with icing
2. Place a silver "pearl" on the edge.
3. Add a dab of icing to opposite side of pearl
4. Put second wafer into dab, so it stands at about a 45 degree angle.

Easy Dogs

Here are a few easy Cub Grub recipes for Hot Dogs. Enjoy!!

Hot Dog Octopus

Long Beach Area, Verdugo Hills, San Gabriel Valley Councils

You will need:

- A hotdog
- A sharp knife

Note: If the Cubs haven't earned their whittling chip yet, have an adult perform the cutting operation(s). Caution those Cubs who use knives to handle them properly.

Steps:

- ✓ Cut the bottom 3/4 of a wiener into 8ths, using vertical cuts. Leave the top 1/4 intact.
- ✓ Boil the wiener as you normally would.

When done, the Cubs now have a crazy octopus with wavy arms!

Yummy Dogs

Long Beach Area, Verdugo Hills, San Gabriel Valley Councils

You will need:

- 2- 8 oz. cans refrigerated crescent dinner rolls
- 8 regular wieners, cut in half

Steps:

- ✓ Heat oven to 375F.
- ✓ Separate dough into 8 rectangles; firmly press perforations to seal.
- ✓ Cut each rectangle in half lengthwise.
- ✓ Place a wiener half lengthwise on 1 end of dough strip.
- ✓ Fold dough in half over wiener; press short edges to seal, leaving sides open.
- ✓ Place on ungreased cookie sheet.
- ✓ Bake at 375F for 11-13 minutes or until golden brown.

Corn Dogs

Long Beach Area, Verdugo Hills, San Gabriel Valley Councils

You will need:

- 10 Frankfurters
- 1 c Flour
- 1 1/2 tps Baking powder
- 1/2 tps Salt
- 2 TBS Yellow cornmeal
- 3 TBS Shortening
- 1 Egg, beaten
- 3/4 c Milk
- Oil or shortening for frying

Steps:

- ✓ In medium bowl, mix flour, cornmeal, sugar, baking powder and salt.
- ✓ With pastry blender or fork, cut in 2 T shortening until mixture resembles fine crumbs.
- ✓ In small bowl, combine egg and milk.
- ✓ Add to dry mixture; mix well.
- ✓ Pat frankfurters dry with paper towels.
- ✓ Dip franks into batter with tongs, being careful to coat all sides.
- ✓ Let excess batter drip off.
- ✓ Drop 1 or 2 at a time into hot oil in mini-fryer.
Adult needed to tend the mini-fryer
- ✓ Fry until golden, about 1 minute on each side.
- ✓ Insert wooden skewer in end of each.
- ✓ Serve hot, with mustard, if desired.

Potato Pups

Long Beach Area, Verdugo Hills, San Gabriel Valley Councils

You will need:

- 8 Hot-dogs
- 2 C Mashed potatoes
- 1/2 tsp. dry mustard

Steps:

- ✓ Split hot dogs the long way not quite all the way through.
- ✓ Fill split opening with mashed potatoes mixed with dry mustard.
- ✓ Sprinkle the top with paprika.
- ✓ Bake in 375-degree oven for about 15 minutes or until heated through and slightly browned on top.
- ✓ Can also be topped with some grated cheese.

Not everyone considers a dog to be man's best friend. Some Cubs might consider insects to be pretty good buddies. And for those who do, a recipe for our insect lovin' Cubs

Shaggy Dogs- Campfire-Style

Long Beach Area, Verdugo Hills, San Gabriel Valley Councils

You will need:

- A package marshmallow
- 1 Can chocolate ice cream topping
- Coconut
- Chopped nuts

Steps:

- ✓ Warm chocolate topping.
- ✓ Toast marshmallows on a stick and dip into the chocolate syrup,
- ✓ Roll in coconut and nuts.

- ✓ For variations use caramel, pineapple, or strawberry ice cream topping.

Not everyone considers a dog to be man's best friend. Some Cubs might consider insects to be pretty good buddies. And for those who do, a recipe for our insect lovin' Cubs

Worms on a Bun

Long Beach Area, Verdugo Hills, San Gabriel Valley Councils

You will need:

- Hot dogs,
- hamburger rolls,
- ketchup

Steps:

- ✓ Cut the hot dogs into thin slices and score the edges (about three cuts per slice).
- ✓ Boil or microwave until the slices curl like wiggly worms.
- ✓ Serve three or four worms to a bun and,
- ✓ For an extra-icky touch, add a few squiggles of ketchup.

STUNTS AND APPLAUSES

APPLAUSES & CHEERS

Baltimore Area Council

Undersea Applause: Hold your nose with one hand, hold the other hand over your head and raise three fingers one at a time as you say, "Glug, glug. glug."

Ocean Applause: (Best done with a big group where you have at least four rows of chairs.) Have the whole group stand, start the first row swaying from side to side, have the second row sway in opposite direction as the first, the third row sways with the first and the fourth row sways with the second. Have the audience sing "Sailing, sailing, over the bounding main!" Stop them by yelling, "Stop! You're making me seasick!"

Fish Yell: Open and close you mouth like a fish several times but don't make any sound

Clam Applause I: Put your hands together with palms cupped. Holding one side tight together, clapping by opening and closing the other side.

Clam Applause II: Raise both hands overhead. Four fingers on top touching thumb below. Have clams slowly open and close by raising the four fingers and then lowering them to touch the thumb again. Usually done three times.

Sam Houston Area Council

Noah Cheer: Two Cubits, Four cubits, Six cubits, a fathom...

Cap'n Bligh Cheer: AAAAARGH Mateys!

Pop-eye Cheer: (squeeze a can of spinach and make a face)
Uk Uk Uk Uk

Captain Ahab Cheer: (brandish a harpoon) Moby! Moby!
Moby Grape! (throw the harpoon)

RUN-ONS

Regatta Run-On

Baltimore Area Council

Maybe you want to do this one the month before your Raingutter Regatta CD

One by one, Cubs walk on stage holding a piece of white paper in front of them, blowing on it. The Cubmaster comes on stage, scratches his head, and asks what they are doing. They reply that they are practicing for the Raingutter Regatta. All leave stage.

Things that make you go Hmm:

Sam Houston Area Council

1. If you put a sheet over your head and go Trick or Treating, are you a ghost or a mattress?
2. Why didn't Noah swat those two mosquitoes?

Knot Demonstration

Long Beach Area, Verdugo Hills, San Gabriel Valley Councils

A person comes out with a length of rope. He proceeds to give a knot demonstration some of which do not turn out the way he expects. He has creative and imaginative names for his knots such as the double hitch back loop tie, clove hitch with a triple loop bight, etc. The last knot he ties is one that he says that a person can't loosen. The more they try to loosen the knot the more it tightens. He announces he is going to demonstrate a temporary version of this knot around his neck. He pulls on the knot when he is finishes and exclaims, "Oh no, I've tied the wrong knot, I've tied the permanent version, and leaves the stage choking.

JOKES & RIDDLES

Baltimore Area Council

Why do fish have schools?

So all the buoys and gulls can get an education.

What is the first thing the fisherman caught after running to the river?

His breath.

What do octopuses take on camping trips?

Tent-acles.

What do sea monsters eat?

Submarine sandwiches.

SKITS

Ship Ahoy

Alapaha Area Council

Characters: Narrator plus 2 Cub Scouts

Setting: The narrator stands in the middle with the two Cub Scouts facing each other at opposite ends of the room.

NARRATOR: Through the pitch-black night, the captain sees a light straight ahead on a collision course with his ship. He sends a signal....

CUB SCOUT 1: Change your course 10 degrees east!

NARRATOR: The light signals back....

CUB SCOUT 2: Change yours, 10 degrees west.

NARRATOR: Angry, the captain sends....

CUB SCOUT 1: I'm a navy captain! Change your course, sir!

NARRATOR: Comes the reply....

CUB SCOUT 2: I'm a seaman, second class. Change your course, sir.

NARRATOR: Now the captain is furious and he signals....

CUB SCOUT 1: I'm a battleship! I'm not changing course!

NARRATOR: To which there is one last reply....

CUB SCOUT 2: I'm a lighthouse. Your call.

The Pirates Big Decision

Baltimore Area Council

Setting: As curtain opens, a group of boys dressed as pirates are standing on or around a raft or pirate ship. Hidden behind the group is a Cub Scout in uniform. Narrator is at side of stage, and reads lines below while boys act in pantomime.

Narrator:

Here are some pirates, big, brave and bold,
You've heard many times their story told.

They sail the seas on their handmade raft,
Listen now, and you'll hear them laugh.

Boys laugh heartily

Now we'll sneak in closer, and what do we see?
They seem to be happy...listen to their glee.

Boys laugh again, and say "Ho- ho-ho" in pirate fashion.

Cub Scout in background comes forward and stands in center of pirates

Oh dear . . . a Cub Scout . . . I can't see his rank;
What if those pirates make him walk the plank?

(One of the pirates takes off Cub's neckerchief and holds it up as if he's thinking about blindfolding Cub)

Here are some pirates, big, brave and bold,
You've heard many times their story told.

They sail the seas on their handmade raft,
Listen now, and you'll hear them laugh.

Boys laugh heartily

Now we'll sneak in closer, and what do we see?
They seem to be happy...listen to their glee.

Boys laugh again, and say "Ho- ho-ho" in pirate

Wait just a minute... something's not right;
Look at that Cub Scout. There's no sign of fright!

Cub looks very pleasant and happy and smiles. He starts giving Cub handshake to pirates and pretends to talk to them

What we see here leaves us no doubts,
Our Cub is inviting the pirates to be Scouts.

Cub takes out paper and pencil and pretends to be writing down names

So with this happy ending, we'll drift out of sight.
For our brave Cub, this was a happy night.

Cub exits, while pirates gather around raft and practice the Cub handshake as curtain closes.

Is Captain Kidd Afraid of Himself?*Baltimore Area Council*

Cast: Captain Kidd, Other people walking by Mirror
Setting: Street

C.K.: I'm the roughest, toughest, meanest, ugliest pirate to roam the seas. Watch this. (*Tries to scare first man walking by.*)

Man: I'm not scared of you!

C.K. keeps on trying to scare people going to work ("*Late for work!*") walking the dog (*Dog runs up and starts to play with C.K.*) kids (*they laugh, "Hey! Halloween isn't till the last day of the month!"*) and so on. Finally, he's quite dismayed.

C.K.: Hmm. Maybe I'm not so scary after all. Maybe I should go into movies. (*Looks at himself in the mirror.*) Ahhh! (*Runs away scared.*)

Noah Webster and the Ark:*Sam Houston Area Council***Arrangement:**

Scouts are all dressed in sheets looking like ancient robes.

Put a fake beard onto the one who is Noah.

Noah carries a large book (dictionary) that we first think is the bible or a log book for the ark.

Noah: I have got to take detailed notes.

Son 1: (pretending to lead animals) Noah, here are the two camels.

Noah: Ah yes, camels. C-A-M-E-L-S. and he writes this in the book. (the son leads the camels off stage and acts like they spit on him)

Son 2: Noah, here are the lions. (he looks scared and wary of the lions)

Noah: Lions? I forgot about them. L-I-O-N-S. (the son leads the lions off stage, cracking a whip)

Son 3: Noah, here are the eagles. (pretending to hold them up on each arm)

Noah: Eagles. Excellent. E-A-G-L-E-S. (the son runs off, jumping, with arms up high as if the eagles were carrying him)

(continue this with other "easy to spell" animals, until all den members have a part)

Sons: Noah, we are done loading the ark. What do you want us to do with all of the animals now?

Noah: Ark?! I'm Noah Webster. I'm just writing the dictionary. (shows the cover of the book)

DARING SAILORMEN*Sam Houston Area Council*

CHARACTERS: 10 SAILORS (the play opens with the 1st sailor on stage)

A NARRATOR reads the verses aloud while the SAILORS perform actions quickly and briefly, and as comically as possible.

One daring sailorman sailed the ocean blue.

(a player marches on-stage, faces audience, steers ship)

Along came a friend of his and so there were two!

(second player enters, they exchange greetings, stand alongside each other)

Two daring sailormen sailed the stormy sea.
 (both steer at wheel while holding tight and swaying)

They called and called for extra help and so there were three!

(as they call with cupped hands a third player joins them)

Three daring sailormen stepped upon the shore.

(players step forward, march in place)

And when the three stepped back again, the three had turned to four!

(as the three step back to original positions a fourth player joins them)

Four daring sailormen did a fancy dive.

(they make diving motions)

They looked so fine and fancy that soon there were five!

(fifth player enters, looks in admiration, joins them)

Five daring sailormen fished with crooked sticks.

(they pretend to fish)

Their dinner was so tasty, very soon there were six!

(as they pretend to eat, a sixth player joins them)

Six daring sailormen opened up a door.

(they face off-stage and pretend to open doors)

In jumped another friend, so there was one more!

(seventh player jumps in)

Seven daring sailormen all began to skate.

(all pretend to skate)

It looked so much like lots of fun that their number came to eight!

(eighth player skates on stage)

Eight daring sailormen all stood in a line.

(they line up at attention)

And before they knew it, the line had stretched to nine.

(ninth player quickly enters to join end of line)

Nine daring sailormen wondered where they'd been.

(they shade eyes with hands and gaze outward)

Someone came to tell them, and that made ten!

(tenth player enters, gestures outward)

Ten daring sailormen all went swimming for fun

(all make swimming movements)

And so they swam and swam and swam, until at last there were none!

(they swim offstage)

NEWS FROM LAKE CUBBY-GONE*Sam Houston Area Council*

Narrated or made up by the Den Leader or Den Chief, sound effects by the Cubs. ***Rather than take this as an actual story to use, Cub Leaders should get creative and craft their own.***

Here's the news from Lake Cubby-gone this week; my home town.

When I drove into Lake Cubby-gone last Saturday, it seems like the entire town had turned out on the streets to greet me.

Every last one of the townspeople were there on the sidewalks, but I soon discovered that they hadn't come out to welcome me. No, they were all walking toward the lakefront to see an amazing sight. (sound effects of shoes walking)

I was astonished to find a whale swimming in Lake Cubby-gone (sound effects of whale spouting). Not a large whale (sound effects of whale with a higher pitch), but a small beluga whale, with its white skin shining in the afternoon sun when it breached, spouted and breathed in the cool air. An altogether strange sight for this land-locked community.

No one was quite sure how it had gotten from the ocean to the fresh water of Lake Cubby-gone. There were theories of course. Mr. (Cubmaster's name) thought that perhaps one of the hurricanes had blown the whale up the tributaries during a storm surge (whoosh of winds). It would have had to travel a hundred miles up bayous and creeks, and jumped a few dams (splash), but with the extra water from the hurricane, it stood as good a chance as any of the other theories to be true.

Pastor Enqvist declared the appearance of the leviathan to be a divine sign. He wasn't quite sure how God had rated his flock, but he decided not to pre-judge the almighty and he called his full gospel choir to the shores to sing celebratory hymns of praise and worship. (Alleluia! Alleluia!)

The merchants all closed their shops, because their regular customers were at all the waterfront. Cub Scout Pack #___ thought this would be a really good time to sell the rest of their popcorn from their last fund-raiser, so an impromptu popcorn stand was set-up at the bandstand at the head of Main Street, overlooking the lake. (Get your fresh popcorn! Carmel corn here!)

After a while, the townsfolk were sure that the whale was gone, or that maybe they had just been mistaken. But just when they thought the show was over, the beluga would surface in another part of the lake after holding its breath for many minutes and apparently looking for something to eat on the bottom of the lake. With each sighting the crowd was stirred with excitement (ooh look, there it is), but still there was no explanation for the whale being where it had no business being, and where in all likelihood it could not survive for long. You see, whales are salt water creatures who need the briny open water of an ocean to survive. (sea gull sounds)

Mayor (Pack Committee chair's name) summoned the city council men and women to plan on how to rescue the beast. Councilwoman (Den Leader 1's name) reminded the council that a whale is not a beast, but rather it's a mammal like any of us. (crying baby sounds)

Fire Chief (Asst. Cubmaster's name) made a command decision that it was his department's job to do something about rescuing the creature. After all, if they were the folks that had to rescue cats from tall trees (meow!) then surely it was within their job description to pluck a small whale from the shores of Lake Cubby-gone. The chief drove the fire truck to the boat launch and reached the ladders out over the lake as far as they would reach (cranking sounds).

Hung from the ladder was a cradle made from fire hose and fireman (Den Leader 2's name) was inching out the ladder with a bucket of raw fish bait to use to lure the hungry whale with a good meal. (Get your fresh sushi! Sashimi here!)

Much to his amazement, the whale jumped up out of the water and took a fish from his hand, landing back in the

water with a huge splash (splashing sounds). As he repeated this trick several more times (more splashing sounds) fireman (Den Leader 2's name) had a strong suspicion that this was no ordinary sea creature.

That's when he began to hear a whistle (blow a whistle several times) off in the distance. The beluga noticed the whistle too, and began to swim quickly, jumping out of the water several times in the direction of the whistling. Off on the west side of Lake Cubby-gone was a large truck with "Ocean World" emblazoned on the side. (honk, honk) They had come to claim their star beluga whale, who had apparently decided that he might prefer the waters of Lake Cubby-gone and leapt from the traveling tank of the truck that was transporting him from one Ocean World location to another. The trainer was very happy to see him healthy, and fortunately the truck had the proper equipment to safely lift him from the lake back into the salt water tank.

The Ocean World folks stopped by the main square long enough to officially thank the mayor, fire chief and townsfolk for their efforts and to buy popcorn from Pack #___. (pop pop) They gave out free Ocean World of Texas passes to everyone, for their kindness. (hurray!)

That's the news from Lake Cubby-gone, where all of the Den Leaders are strong, the Cubmasters are good-looking, and all of the Cub Scouts are above-average.

CLOSING CEREMONIES

You might want to consider modifying one of the Opening Ceremonies to make it appropriate for a closing. Sam Houston Area Council had the "Six Ships of Scouting" listed as a closing in their Pow Wow Book. CD

Set Your Course

Sam Houston Area Council

Arrangement: Nine Cub Scouts in uniform will each be holding one letter of the word "CHARACTER". The letters may be drawn in poster board or the letters may be cut out. The line that each boy is to say can be glued to the back of the letter in LARGE print.

Cub #1: There is one kind of obstacle course that is the most difficult.

Cub #2: That is a CHARACTER course.

Cub #3: Your character in being formed right now.

Cub #4: By what you do and what you don't do.

Cub #5: Many of your actions will be influenced by others.

Cub #6: Try to set your own course.

Cub #7: Make up your mind that you will always live by the Cub Scout Promise.

Cub #8: Then follow through with it.

Cub #9: Set your course to the top of the Character Hill!

Cubmaster's Minutes

Red at Night..

Baltimore Area Council

Sailors of old had a simple saying that reminded them to watch for weather signs: "Red in the morning, sailors take warning; red at night, sailors delight." Our Cub Scouts have a simple saying too that can guide them, it's "Do Your Best." Remember it and apply it in all that you do.

Sailing*Sam Houston Area Council*

If you have ever been sailing, or at least watched sailboats, you may have noticed that two sailboats can sail in different directions in the same breeze. The trick to which goes fastest is in knowing how to set your sails and how to best use your rudder and keel.

That's true of life, too. All of you have the same opportunities, but it's up to you on how you set your sails to take advantage of the winds. Poet Ella Wheeler Wilcox said it this way:

One ship drives east and the other drives west,
With the selfsame winds that blow,
'Tis the set of the sails and not the gales,
Which tells us the way to go.

Conservation:*Sam Houston Area Council*

Materials: One apple, a plate, and a sharp knife

"Imagine if you will that this apple is the earth." Cut the apple in quarters. "Three quarters of the earth is water, where aquatic life lives and, we hope, thrives, but we cannot live there. One quarter of the earth is land." Show the quarter that represents land.

Slice the apple quarter in half, and lift up an eighth of the apple. "Half of all land is uninhabitable, either because it is a desert or it is too mountainous or some other condition." Lift up the other eighth of the apple. "This eighth of the earth is the part of the globe that we can possibly inhabit."

Carefully slice the peel off of the piece of apple in your hand and show the Pack how small and thin it is. "This thin layer is what we can actually live on, and grow food on. Our atmosphere and topsoil layer is razor thin compared to the enormous size of the earth." Pop the peel in your mouth and chew while continuing talking. "If we don't take good care of the air and the land that is left, then where are we going to live?"

It Has to Start Somewhere*Alapaha Area Council*

When you repeat the Cub Scout Promise, the words "Do My Best" are often lost among the other important words. Let's stop for a minute to consider what those words, Do My Best, really mean. BEST describes actions and effort well above the usual performance. You are the only one who can possibly know whether or not you have done your best. Don't you think that everyone deserves "the best"? It has to start somewhere; you may as well be the one to do "his best" first. Think about the meaning of the Promise and decide you will always do your best, no matter what. You will be the one who benefits the most!

Set Your Sails – Closing Thought*Long Beach Area, Verdugo Hills, San Gabriel Valley Councils*

When fog prevents a small-boat sailor from seeing the buoy marking the course he wants, he turns his boat rapidly in small circles, knowing that the waves he makes will rock the buoy in the vicinity. Then he stops, listens, and repeats the procedure until he hears the buoy clang. By making waves, he finds where his course lies. Often the price of finding

these guides is a willingness to take a few risks, to "make a few waves." A boat, which always stays in the harbor never, encounters danger, but it also never gets anywhere. I challenge each of you to make waves and diligently seek your goals in life. Set your sails for new and exciting horizons.

It Makes a Difference*Baltimore Area Council*

In a world that seems to be increasingly filled with trouble, crime, pain, and war, how can one Cub Scout make a difference?

A young boy walked along the beach one morning and noticed an old man pickling up starfish and throwing them back into the sea. He caught up to the man and asked why he was doing this.

"Because the stranded starfish will die when the sun comes up. They dry out," the man explained.

"But the beach goes on and on, and there are zillions of starfish," countered the boy, "How can you hope to make any difference?"

The man looked at the starfish in his hand, and then at the boy. "It makes a difference to this one," he said, and tossed it to safety in the waves.

Smooth Sailing*Baltimore Area Council*

Just as ships need to follow a course to get to their destination, so do we as people. We need to have a course for our lives, too. We don't want to just sail around aimlessly, getting nowhere. We need to know where we are going.

Think of yourself as "Captain" of your own ship. Plan your course by setting goals. Look at the final destination and try to keep it in sight even when the seas around you are rough and the gales try to blow you off course.

Work hard, just as you have shown here tonight. Work together with your family and friends. Best wishes and smoooooth sailing!

WEBELOS**Get those Webelos outdoors –**

Planning to graduate your Webelos to Boy Scouts at the Blue and Gold? Or maybe March? Be sure to check out your outdoor requirements now!! Get in touch with your Den parents and a local Boy Scout troop and arrange the activities.

Outdoor requirements include –

4. With your Webelos den, visit at least
 - o one Boy Scout troop meeting,
 - o one Boy Scout-oriented outdoor activity.
(If you did this to earn your Outdoorsman activity badge, you may **not** use it to fulfill requirements for your Arrow of Light Award)
5. Participate in a Webelos overnight campout or day hike.
(If did this to earn your Outdoorsman activity badge, you may **not** use it to fulfill requirements for your Arrow of Light Award)

Remember - Depending on where you live, these could be hard to accomplish in January!!

CITIZEN COMMUNITY GROUP

Citizen

Greater St. Louis Area Council

One of the purposes of Cub Scouting is developing habits and attitudes of good citizenship". A Scout promises to do his duty to his country. The Citizen Activity Badge helps the Webelos understand what a good citizen is and teaches him the history of our flag. Citizen Activity Badge is in the Community group.

The Citizen activity badge relates directly to developing responsible citizens, one of the prime purposes of the BSA. The appeal of this badge will be determined in a large part by the method used by the Webelos Leader in presenting it. It can be fun and exciting, or it can just be some more reports to write. Do your best in planning the program. The Webelos leader should plan carefully so that boys get a feeling for the real meaning of citizenship without spending a lot of time in study. There are various ways to do this. You might give them the opportunity to get a close look at government by planning a field trip to a local government agency or court. One of the best ways to stress the meaning of good citizenship is by practicing the good turn. This should be a "must" for every boy. Working on this badge can be exciting, fun and informative, or it can be just more reports to write.

Good citizenship is emphasized throughout Scouting. Being a good citizen means helping other people, knowing the history of our country, appreciating the contributions and sacrifices of others who have made our country better, knowing our public officials, understanding how our government works, obeying the laws, and doing things that will benefit the community.

The Citizen activity badge is important since the work involved relates directly to developing responsible citizens, one of the primary aims of the Boy Scouts of America. The Citizen activity badge is a requirement for the Arrow of Light Award. It is the first of several citizenship requirements on the trail to Eagle Scout. By completing this activity badge, all of the requirements for the Boy Scout Citizenship skill award can also be met.

Webelos Scouts get a feeling for the real meaning of citizenship in two ways. First by getting a closer look at local government by going to see it in action. Second, and most effective, by practicing good citizenship through Good Turns. The Good Turn is one of the optional requirements for the activity badge, but it should be a way of life for all Scouts.

Objectives:

- ✓ To foster citizenship in Webelos Scouts, to teach boys to recognize the qualities of a good citizen, to introduce boys to the structure of the U.S. government,
- ✓ To familiarize boys with basics of American history,
- ✓ To convince boys that laws are beneficial
- ✓ To encourage Webelos Scouts to become community volunteers.

Pack and Den Ideas

- Discuss the various organizations in your community which help people. How are they financed and run? Do they use volunteer help? Visit one of these organizations.
- Buy a pack of U.S. commemorative stamps. Pass out several to each Webelos and challenge them to discover the story behind the stamp.
- Visit a historic site in or near your community, learn your state's bird, tree, flower and flag, or take part in a Veteran's Day ceremony in your community. Take photos and prepare a report for the pack meeting.
- Make a pack meeting display of magazine pictures of places of historical interest or great beauty in America.
- Discuss requirement of Badge with a community leader
- A campaign against litter is a "must" for good citizenship. Discuss how your den can carry on such a campaign and do it. This could include making posters for display, litter clean up, making litterbags, a fight against pollution, and collecting items for recycling.
- Discuss the various organizations in the community, which help people. How are they financed and run? Do they use volunteer help?
- Observe the voting process.
- Remind people to fly the flag.
- Discuss difference between the rights and duties of a citizen.
- Select a Good Turn for school, church, or community and carry it out.
- Plan a special Good Turn for the next pack meeting, such as setting up chairs, acting as welcoming committee, ushering, cleaning up.
- Make logbooks to record work on the activity badge.
- Learn flag courtesy. (See the booklet, Your Flag.) Use the flag courtesy kit described later in this section to learn proper procedures. Then demonstrate to a group of younger Cub Scouts.
- Plan an anti-litter campaign. This could include making and displaying posters, picking up litter, making litter bags, etc.
- Discuss the community organizations that help people. How are they run and financed? Do they use volunteer help?
- Invite a new US citizen to speak to the den on what becoming an American means to him or her.
- Discuss the rights and the responsibilities of good citizens.
- Invite a local public official to talk with the den about government. This might be a city council member or clerk.
- Invite a guest speaker from a local community board to explain his/her duties and tell the Scouts why he/she volunteers time.
- Fly a flag at home, particularly on appropriate occasions.
- Learn more about your community. Your local historical society can help with this.

- Make and hand out small posters showing how to raise and lower the flag; give a demonstration on folding the flag.
- Make "GET OUT AND VOTE" door hangers and help the pack place them on every door in your neighborhood. Remember - DO NOT put them in the mailbox. It is against the law!

Ceremonies

Have two Webelos hold the U.S. flag.

Narrator: The 13 stripes of alternating red and white remind us of the original 13 founding colonies and of the brave people who have courageously risked their lives - and sometimes lost them - to make the United States of America a democracy of the people, by the people, and for the people. Each of the 50 stars represents one of our sovereign states and the opportunity and freedom we enjoy. Let us join now in singing "God Bless America." (Song leader leads song.)

Skit

The Greatest President-

Scene: First boy is sitting on stage looking sad and thinking very hard. Other boys come on stage talking to each other. They walk over to the first boy.

Cub # 1: You look upset. What's the matter?

Cub # 2: I've got a problem. I'm supposed to write a report on the greatest President that the United States has ever had, but I don't know who that is. Do you guys know?

Cub # 3: I think George Washington was the greatest President we have ever had. After all, he became our leader after the Revolutionary War and helped mold the United States into a great nation.

Cub # 4: Oh, no! Abe Lincoln was our greatest President. He was President during the Civil War and fought to free the slaves and re-unite all the states.

Cub # 5: I think John Kennedy has to be the greatest. Look how well he handled the Russians when they were installing missiles in Cuba.

Cub # 6: Don't forget Harry Truman. It was his decision that won World War II for us.

Cub # 7: You're all wrong! I know who the greatest President is. You hear on the radio and TV and see it in the newspaper all the time.

Others: Yeah? Who?

Cub #7: The man who wants to be elected the NEXT president!

Games

American Heritage- Find pictures of well-known buildings, symbols or people and tape each one onto construction paper. (Example: White House, Uncle Sam, President Clinton, Eagle, plus some harder ones like the Presidential Seal or your state Governor.)

- ✓ Number each picture and then hang on the wall.
- ✓ Give each boy a paper and pencil and have them list numbers down the side.
- ✓ Set a time limit, ask the boys to circulate, look at the pictures and write down the names.
- ✓ The den historian is the person who has the most written down correctly at the end of time.

- ✓ Be sure to review all the answers out loud so all can hear the correct answers.

Flying Flags-

Buy a bunch of small plastic flags.

Divide them up to all the den members during the closing ceremony.

Tell them to carry the flags around this week and give them to people who are being "Good Citizens," explaining why.

Citizen Test-

Divide den into two teams.

They line up facing each other with a wide space between them.

The leader asks each player a question (Questions should be made up from the requirements for the Citizen Activity Award)

A correct answer entitles that whole team to take one step forward.

An incorrect answer passes to the other team.

The members of first team to cross the other's starting line are the Good Citizens for the Day.

Heads Of Government Game-

Material needed: Pictures of government officials from newspapers or magazines, nametags with the officials' names written on them.

- ✓ Have Webelos match the correct name with each official.
- ✓ You may wish to try this at the local, state and federal government levels.

Newspaper Study

Material needed: One current newspaper per team.

Divide boys into teams.

- ✓ On signal, each team starts a search for news items that illustrate good citizenship.
- ✓ Team with the most clippings in a given time period is the winner.

Build A Flag-

Materials needed: For each team, 1 set of the five US flags shown in Citizen section of the Webelos handbook. Each flag is to be on a standard letter size sheet of cover stock or paper. This can be done with a color printer, copier or by hand drawing a set of the flags for each team. When the copies are ready, cut each flag picture into 2 pieces, the stripes and the field of stars. Prepare cards with the name of each flag and year of each flag. A corkboard and pushpins are needed. Divide Webelos into two teams. First boy from each team runs to his team's pile of pieces, grabs a stripe piece and a push pin and pins it to the corkboard. He runs back and touches off the second boy, who pins up the star field piece that matches the striping. Next team member matches appropriate flag name and fourth member pins up the year of the flag. Continue to rotate until all five flags have been properly constructed, named, and dated.

Crafts**Wanted: Good Citizen Poster Project-**

Imagine the type of citizen you would want to be part of your community.

How would that person act?

What would that person look like?

Design a WANTED poster of the ideal citizen.

Cut and paste a picture or photo on a sheet of paper of the citizen you are wanting. It can be a picture or photo of someone you cut from a magazine or you can draw a picture of a real or pretend person.

Then, describe the person physically and also describe his/her personality traits.

Example:

WANTED person with good humor, a concern for others and ability to get along with others. Then, complete the following statements on your poster:

This person was last seen in _____.

He/she was, once again _____ showing himself/herself as an active and responsible citizen. If you have seen or have any information about this person, please contact _____. This person is an ideal citizen because _____.

Good Turns- Patriotic Wall Plaque- Using a copy of the Declaration of Independence, Bill of Rights or the Gettysburg Address make a wall plaque by mounting one of these on ¼ inch plywood shaped into the design of a scroll. Make your scroll slightly larger than your copy. Finish plywood by sanding, staining a natural color and varnishing -- or leave the wood grain and color show through by eliminating stain and just finishing with varnish.

Activities

Plan a special Good Turn to do at the next pack meeting.

Perhaps setting up chairs, cleaning up, bringing food or drinks...

Offer to help the school or church with the overflowing Lost and Found.

If items have not been recovered at the end of the school year, sort and wash them and take them to Goodwill or another organization.

Arrange for a tour while you're there, to see how their organization helps other people.

Get ideas for what else you can do...

Go around your neighborhood and remind people to fly their flags on the next holiday...

Ask at city hall what a den of Webelos could do to help the city with a job...

Scavenger Hunt-

Arrange a tour of a local government building.

Make up a scavenger hunt based on the example below.

Contact the public relations department if you need help or visit the building yourself to make up the game.

Upon arrival at the building, divide the Webelos into teams.

Set a time limit and place to meet to compare answers.

1. What is the town mayor's name?
2. Draw a fast picture of the state flag.
3. What is the name of the room where the city council meets?
4. What are the office hours of the Water Department?

5. What is the phone number of the building?
6. Find out what job one person does in the building?

Citizen

Sung to "Row, Row, Row Your Boat"

Fly, fly, fly your flag,

On our holidays,

Be a loyal citizen,

In this and other ways.

We're good citizens,

From a land that's free,

We should all be proud to serve,

So patriotically.

Be good citizens,

Webelos like me,

I'll be loyal, honest, true,

And keep my country free.

SHOWMAN MENTAL SKILLS GROUP

Greater St. Louis Area Council

The Showman Activity Badge offers a choice of puppetry, music, or drama. A WEBELOS can pick the area that suits him best. Showman Activity Badge is in the Mental Skills group.

The Showman activity badge has something for every Webelos scout. For the natural actor there is drama, for the shy boy there is puppetry, and for every boy there is music. The aim of the badge is not to produce skilled entertainers, but to expose boys to theater and to music arts, to help them build self-confidence, and of course, to have fun. Everyone loves a show and most all boys have a generous chunk of ham in them and want nothing better than a chance to let it out. If you don't give them a chance under controlled conditions, they will take it when you least expect they want it.

The Showman activity badge gives them a chance to let out the hidden barely Shakespeare, Jerry Lewis, Leonard the Great or what ever happens to be their style. It allows them to express themselves musically be it kazoo or Steinway. Providing the entertainment for the pack meeting will be a challenge gladly met by Webelos Scout boys and the sillier the better! The badge covers most of the field of entertainment and acquaints the boys with ways of putting on various shows or skits. Making the props also can be used as part of the Craftsman badge. Skits and Songs are covered elsewhere in the Bugle. Every conscientious leader of boys is working to further develop the whole boy- physically, emotionally, spiritually, and mentally so he will be prepared to take his place as a well-adjusted member of his social group. The Showman badge offers the opportunity for a boy to develop his creativity and broaden his base of aptitudes.

Objectives:

- ✓ To instill an appreciation of the fine arts.
- ✓ To expose boys to entertainment professions.
- ✓ To expand the imagination and creativity of WEBELOS.
- ✓ To increase boys' self-confidence in front of audiences.

Pack and Den Ideas

- ✓ Junior and Senior high school plays.
- ✓ Make up a Webelos band to entertain at a pack meeting.
- ✓ Learn magic tricks to do as a skit. Or take your magic show on the road to a residential center for seniors or children.
- ✓ Make a video tape of a play the WEBELOS write and perform. Show it to parents or in a demonstration corner of a pack meeting.
- ✓ Invite an artist, and/or a musician to a den meeting to tell about their profession or hobby.
- ✓ Write and/or perform a skit complete with scenery and costumes.
- ✓ Attend a folk music festival. Learn to sing a folk song. Learn about the history of the song.
- ✓ Invite the boys to tell about the instruments that they play.
- ✓ Make an audio tape of a radio program the boys perform.
- ✓ Invite a drama teacher to speak
- ✓ Put on a program for the pack meeting
- ✓ Make puppets, write and put on a puppet show
- ✓ Visit a nursing home and perform music
- ✓ Make a stage and costumes for a play
- ✓ Make some homemade band instruments - try to play a tune on them.
- ✓ Scouts like silly or gross songs. (Songs about eating worms, etc. are great.)
- ✓ Invite an actor or drama teacher to explain stage directions.
- ✓ Ask a clown, actor, or make-up artist to show the den how to apply stage makeup.
- ✓ Learn how to make sound effects.
- ✓ Learn how to make other special effects, lighting.
- ✓ Videotape a short movie.
- ✓ Invite a high school drama teacher to explain and demonstrate make-up techniques.
- ✓ Attend a high school play or concert.
- ✓ Ask a Shriner clown to give a talk on clowning and give a demonstration.
- ✓ Write a puppet play and make the puppets to act it out.
- ✓ Put on an advancement ceremony for your Pack meeting.
- ✓ Talk about sound effects and let the boys try some of them.
- ✓ Use a tape recorder to tape the boy's voices and let them hear how they sound.
- ✓ Visit a TV or radio station and watch programming in action.
- ✓ Have a story-telling session. Have each boy come prepared to tell the best true-life story he knows about something that happened to himself or a friend or family member. This is an opportunity to emphasize the importance of good listening and the value of sharing ideas.

Ceremonies**Getting Started Opening Ceremony-**

A dramatization using four Webelos, who stand in a diagonal line at one side, facing the audience, and the

Webelos Leader, who is facing the Webelos and the audience on the other side.

W.L.: David, how would you set out to do a good turn?
(*David takes one step forward.*)

W.A.: John, how would you get started on a camp out?
(*John takes one step forward.*)

W.L.: Ray, how would you start on a hike?
(*Ray takes one step forward.*)

W.A.: Mike, how would you start out to achieve your first activity badge?
(*Mike takes one step forward.*)

W.L.: Yes, it is as simple as that to make a thousand mile journey, to run a race, to learn a trade, to meet new people, to climb a mountain, to create a masterpiece, to build sky-scrappers, to design a spaceship. Yes to do anything worthwhile, there is always a first step, and it is the most difficult one to take.

WA: If you are to progress in life, or in Tigers, Cubs, Webelos, or Boy Scouting, you must first face your goal and then get started with that all important first step!
(*On the words FIRST STEP, all the boys take one step forward again and then salute.*)

The Athenian Oath Closing-

Cub # 1: We will never bring disgrace to this, our city, by any act of dishonesty or cowardice.

Cub # 2: We will fight for the ideals and sacred things of the city, both alone and with our companions.

Cub # 3: We will revere and obey the city's laws.

Cub # 4: We will try unceasingly to quicken the sense of civic duty in others.

Cub # 5: In every way, we will strive to pass the city on to our sons, greater and better than it was when our fathers passed it on to us.

Skits**Putting on a Skit**

The Cub Scout literature has poems and stories that can be used for skits, but the public library has a lot more material. Ask your librarian for directions to the literature the theater sections of the library. The youth or juvenile sections of the library also has material that is more suited to the age of the Webelos Scout. A good skit is really a play in one act and can be more readily handled by 9 and 10- year-old boys. The Cub Scout How to Book contains some good ideas on how to write your own skit or one act play. Let the Cub's be creative. They can make the play up about anything they are interested in, sports, Scouting, a silly moment in the Den meeting, etc. Making costumes and putting on "stage makeup" makes the task more fun and enjoyable.

Crafts**Face Paint-
Materials:**

- 6 Tbsp cornstarch
- 3 Tbsp water
- 3 Tbsp cold cream,
- Food coloring
- 6 c muffin tin

Directions:

In each cup of a muffin tin, put 1 teaspoon of cornstarch, 1/2 teaspoon each of cold cream and water.

Add a different color food coloring to each cup.

Glove Finger Puppet--"Three Little Pigs"-

Materials:

- hot glue gun (used by leaders),
- scissors
- garden gloves
- small pom-poms (pink, gray & black),
- large pom-poms (same colors)
- pink and gray felt
- googly eyes

Directions:

Hot glue large pom poms to finger tips-palm side of glove.

Glue on small pom poms for noses.

Then glue on ears and eyes.

Glue hat (cut from felt) on wolf and

Dot nostrils on each pig with a black permanent marker.

Use your creativity to create other glove-finger puppets, like Goldilocks and the Three Bears, Jack and the Beanstalk, etc.

Soda Straw Harmonica-

Cut a strip of corrugated cardboard with large corrugations, 8" long and 1 1/2" wide.

Cut 8 straws into the following lengths: 8 1/2", 7 3/4", 6 3/4", 6" 5 1/4", 4 1/2" 4 1/4"

Push the straws between the sections of the cardboard beginning about 1/2" from one end and leaving four empty corrugations between straws.

The shorter the vibrations, the higher the pitch.

To play, blow over the straws.

Tin Masks-

Materials:

- Scissors
- Sharp nail
- Aluminum pie pans (9" or larger and 4" pot-pie size),
- Brass fasteners (various sizes)

Directions:

1. Using the 9" size pan as the base for the mask, have the Scouts imagine all the facial features that might appear on the mask. Have them draw out a design for their special creation.
2. If any embossed design is used, place the pan on a stack of newspaper for support. Using the nail or a ball-point pen, use firm, even pressure to draw the design on the plate. Enough force should be used to bend the plate out on the other side, but be careful not to puncture to pan.
3. Cut shapes for added features from other pans. The pot-pie size is great for this part. The shapes can be cut from paper first to be used as a guide for cutting the tin.
4. Use small brass fasteners to connect the shapes to the base of the mask. Make small nail holes in the pieces of the pan where they are to be connected. Push the fastener through both pans to make the connection.
5. Larger brass fasteners can be used for additional decoration. Foil wrap or tinsel may also be used for details.
6. Tape a tab ring pull from a soft drink can to the back to use as a hanger for the mask.

Activities

Hooray for Hollywood!

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

Find the capitalized words below in the puzzle above.

- | | |
|------------------|-------------------|
| tom HANKS | robin WILLIAMS |
| mel GIBSON | danny GLOVER |
| whoopie GOLDBERG | goldie HAWN |
| sally FIELD | macauley CAULKIN |
| kevin COSTNER | billy CRYSTAL |
| michael JACKSON | sly STALLONE |
| OAK RIDGE BOYS | BEACH BOYS |
| TLC | reba MCINTYRE |
| george STRAIT | kenny ROGERS |
| ALADDIN | PECOS BILL |
| HOME ALONE | SISTER ACT |
| POCAHONTAS | RICHIE RICH |
| BUSHWACKED | FOREST GUMP |
| POWERRANGERS | ANGELS / OUTFIELD |
| MUPPETS | BARNEY |
| jim HENSON | BIG BIRD |
| KERMIT | |

**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

November 4, 2006

Lakeside School, Millville, NJ

Call Southern NJ Council, 856-327-1700, extension 32, or visit the website, www.snjscouting.org for more information

Sam Houston Area Council

Fun with Mother Nature

November 4, 2006

At a local high school

Houston, Texas

www.shac.org/Home/Events1/CubScoutLeaderPowWow/

Longhorn Council

November 11, 2006

It's on the council calendar but the website has no details yet

<http://www.longhorncouncil.org/training>

Pioneer Valley & Mohegan Councils**University of Scouting**

November 4, 2006

It's on the council calendar but the website has no details yet

<http://www.mohegancouncilbsa.org/><http://www.pvcbsa.org/training/>**Clinton Valley and Detroit Area Councils****University of Scouting - Together We Serve**

November 4, 2006

Lamphere High School, Madison Heights, MI

www.dacbsa.org or <http://www.cvc-bsa.org>**Cape Fear Council****The Winning Edge – Pit Crew Training**

November 11, 2006

It's on the council calendar but the website has no details yet

<http://www.capefearcouncilbsa.org/training.htm>**San Gabriel Valley, Long Beach Area, Verdugo hills****Councils**

Waiting to here from them for their big February Pow Wow California

<http://www.longbeachbsa.org/><http://www.sgvcbsa.org/><http://www.vhcbbsa.org/>**WEB SITES***Great Salt Lake Council*<http://www.boatsafe.com/kids/082000.htm><http://www.dltk-kids.com/crafts/pirates/mmap.html><http://www.kids.net.au/encyclopedia-wiki/sh/Ship><http://www.rochedalss.eq.edu.au/pirates/pirate1.htm><http://www.boat-links.com/books/Lardas/Lardas05.html><http://www.boatsafe.com/kids/index.htm><http://yahooligans.yahoo.com/><http://www.42brghtn.mistral.co.uk/knots/42ktmenu.html><http://www.coloring-page.net/boats.html><http://www.dltk-kids.com/crafts/pirates/mspyglass.html>**Free Stuff***Timucua District, North Florida Council***Sesame Street Fire Safety Station Brochures**www.usfa.fema.gov/applications/publications/display.cfm?id=208

Teach your kids about fire safety with free U.S. Fire Administration Sesame Street Fire Safety Station Color and learn brochures and handouts.

McGruff the Crime Dog Comic Activity Bookwww.mcgruff.org/Comics/index.htm

Request a free McGruff the Crime Dog comic activity book and trading cards for your kids.

FEMA Freebie:<http://www.fema.gov/kids/freebie.htm>

Activity Book: Let's Have Fun with Fire Safety (9-1548)

Brochure: Family Disaster Supply Kit

Coloring Book: Disaster Preparedness - Ask for: 8-1123

Door Knob Hanger: Fire Safety. Ask for 5-0200

Book: Adventures of Julia and Robbie - Ask for FEMA 344

Brochure: Wildfire-Are you Prepared? 5-228 L203

Brochure: Safety Tips for Hurricanes 0-17 L 105

Brochure: Tsunami! The Great Waves of the West Coast 0-332 L194

Write to:

FEMA

P.O. Box 2012

Jessup MD 20794-2012

Or Call 1-800-480-2520 or

FEMA items cannot be shipped outside of the U.S.**ONE LAST THING****Enough**

A story from a friend to my friends...Recently I overheard a mother and daughter in their last moments together at the airport. Standing near the security gate, they hugged and the mother said, "I love you and I wish you enough".

The daughter replied, "Mom, our life together has been more than enough. Your love is all I ever needed. I wish you enough, too, Mom".

They kissed and the daughter left. The mother walked over to the window where I was seated. Standing there I could see she wanted and needed to cry. I tried not to intrude on her privacy but she welcomed me in by asking, "Did you ever say good-bye to someone knowing it would be forever?". Yes, I have," I replied. "Forgive me for asking, but why is this a forever good-bye?"

"I am old and she lives so far away. I have challenges ahead and the reality is - the next trip back will be for my funeral," she said.

"When you were saying good-bye, I heard you say, 'I wish you enough'. May I ask what that means?"

She began to smile. "That's a wish that has been handed down from other generations. My parents used to say it to everyone". She paused a moment and looked up as if trying to remember it in detail and she smiled even more. "When we said, 'I wish you enough', we were wanting the other person to have a life filled with just enough good things to sustain them". Then turning toward me, she shared the following as if she were reciting it from memory.

I wish you enough sun to keep your attitude bright no matter how gray the day may appear.

I wish you enough rain to appreciate the sun even more.

I wish you enough happiness to keep your spirit alive and everlasting.

I wish you enough pain so that even the smallest of joys in life may appear bigger.

I wish you enough gain to satisfy your wanting.

I wish you enough loss to appreciate all that you have

I wish you enough hellos to get you through the final good-bye.