



BALOO'S BUGLE



Volume 13, Number 3

October 2006 Cub Scout Roundtable

November 2006 Cub Scout Theme

CUBS IN SHINING ARMOR

Tiger Cub Requirement # 1

Webelos Craftsman & Scientist

FOCUS

Cub Scout Roundtable Leaders' Guide

Hear ye! Hear Ye! The Royal Court of the Order of (*Your District Name*) is now in session. This month is a time for honor, sportsmanship, and fitness and, of course, when work is done, merriment at the Royal Tournament! The highlight this month will be the knighting of our new knights. The king will give a special charge to his loyal subjects. There is much to do, much to learn, in the kingdom of Cub Scouts.

CORE VALUES

Cub Scout Roundtable Leaders' Guide

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

- ✓ **Spiritual Growth**, Boys will see how the knights accomplished much because of their faith in a supreme being.
- ✓ **Character Development**, Cub Scouts will learn about the Knight's Code and see how knights treated each other fairly.
- ✓ **Sportsmanship and Fitness**, Tournament games give boys a chance to practice sportsmanship and fitness.

The core value highlighted this month is:

- ✓ **Cooperation**, Through den and pack activities, Cub Scouts will learn that knights were able to accomplish goals by working together.

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

You can always tell a good old CS Theme – lots of games, skits and such. Many based on classic Cub Scout program material but with the theme twists worked into them, Such is the case with Cubs in Shining Armor!!

Be sure to hold your outdoor medieval festival – lots of fitness activities and games for your Cubs. We went to the **Pennsylvania Renaissance Faire** last weekend. A great time reliving the days of the Knights. One booth was running an actual Cub Scout Raingutter Regatta with all the ships made to look like pirate ships.

Last month Bill smith quoted from **Junkyard Sports** by Bernie DeKoven. This month I received a nice letter from

him and went back to his web site www.junkyardsports.com. He mentioned he has another book, **The Well Played Game** that may interest Scouters. The site has ideas for many games from scraps. Check it out. His sports focus on participation rather than competition (See Junkyard Golf)

Lots of new stuff –

- **Tigers to get Bobcat before they earn their Tiger Rank** (See detailed discussion in Tiger section)
- **New Centennial Quality Awards for 2007 and through 2010**. Looking for a good write up to put in a future issue of Baloo. 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.

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!!

Months with similar themes to Cub Scout Shipbuilders

Dave D. in Illinois

Month	Year	Theme
November	1946	When Knighthood was in Flower
March	1955	Knights of Yore
January	1962	Knights of Yore
March	1966	Knights of the Round Table
January	1970	Knights of Yore
March	1973	Knights Of the Tournament
November	1979	Knights of Yore
January	1986	Knights of the Roundtable
January	1989	Knights in Armor
January	1992	Knights of the Roundtable
November	1995	Knights of the Roundtable



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.ussscouts.org. CD

Roundtable Prayer

Cub Scout Roundtable Planning Guide

My Lord, I am ready on this new day to go seeking adventure on the high road. I will serve you faithfully, bravely, and joyfully, and ask for your daily blessing. **Amen**



The First Great Knight of Scouting

In his duty to Country, Lord Robert Baden-Powell served five English sovereigns: Victoria, Edward VII, George V, Edward VIII, and George VI. Each was a patron and supporter, Victoria and Edward VII during B-P's military years and Edward VII, George V, Edward VIII and George VI during the growth of Scouting. During that time, he was knighted five times. He was given the honors of the Knight Commander of the Order of the Bath and Knight Commander of the Victorian Order in 1909. He was given the honor of Knight of Grace of St John of Jerusalem in 1912. He was given the honor of Knight Grand Cross of the Victorian Order in 1923. Finally, he was given the honor of Knight Grand Cross of Order of St Michael and St George in 1927. Besides those honors, he was given the Knight Grand Cross of Alfonso XII of Spain in 1919 and Knight Grand Cross of the Order of the Crown of Belgium in 1921. All told, Baden-Powell was given the honor of Knight seven times from four different European Monarchs.

Rules of Chivalry

There are several versions of the Rules of Chivalry. Here is one example:

1. Thou shalt follow the dictates of a moral conscience.
2. Thou shalt show honor and respect to all those who have dedicated their lives to religion.
3. Though shalt show respect for all those who have a frailty, whether physical or mental, and defend these weak ones at all times.
4. Thou shalt love and obey your country and strive to improve it.
5. Thou shalt not seek out your enemy for battle.

6. Thou shalt always battle those who seek to make others choices for them and who refuse to show simple human respect for all.
7. Thou shalt always perform your duties of familial respect and honor your family, for by them will you always be known.
8. Thou shalt be generous and give of what you have to those who have less.
9. Thou shalt never lie, and always keep what you pledge to do.
10. Thou shalt at all times, in all things ,and in all places be a Champion of Right, Goodness, Mercy, and Humility, and the sworn foe of Hatred, Ignorance, Injustice, and Cruelty even if you find them in yourself.

These rules are consistent with the values of Scouting and the values of Lord Robert Baden-Powell, Scouting's first Knight.

JUST LIKE YOU

By Thomas Edward Gilbert Jr.

From Heart of America Council Pow Wow Book

There are little eyes upon you
And they're watching night and day;
There are little ears that quickly
Take in every word you say;
There are little hands all eager
To do anything you do;
Of the day he'll be like you.
You're the little fellow's idol
You're the wisest of the wise;
In his little mind, about you,
No suspicions ever rise;
He believes in you devoutly
Holds that all you say and do
He will say and do in your way
When he's grownup like you.
There's a wide-eyed little fellow
Who believes you're always right;
His ears are always open
And he watches, day and night;
Every day in all you do
For that little boy who's waiting
To grow up to be like you.

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 age of chivalry is never past, so long as there is a wrong left unredressed on earth, or a man or woman left to say, I will redress that wrong, or spend my life in the attempt.
Charles Kingsley

But the age of chivalry is gone. That of sophisters, economists, and calculators has succeeded; and the glory of Europe is extinguished forever.
Edmund Burke

Chivalry is the most delicate form of contempt.
Albert Guerard

Though the practice of chivalry fell even more sadly short of its theoretic standard than practice generally falls below theory, it remains one of the most precious monuments of the moral history of our race...*John Stuart Mill*

The age of chivalry is past. Bores have succeeded to dragons. *Benjamin Disraeli*

There is another side to chivalry. If it dispenses leniency, it may with equal justification invoke control. *Freda Adler*

"And so I am become a knight of the Kingdom of Dreams and Shadows!" *Mark Twain*

She who waits for her knight must remember - she will have to clean up after his horse" *Unknown*

"We have discovered that the scheme of 'outlawing war' has made war more like an outlaw without making it less frequent and that to banish the knight does not alleviate the suffering of the peasant" *C. S. Lewis*

"A true knight is fuller of bravery in the midst, than in the beginning of danger." *Sir Phillip Sidney*

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>

Books For Cub Scout Leaders

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

This month is mostly for new Cub Scout leaders but any of you experienced veterans may pick up a new trick or two or at least be reminded of an old one. So hang in there.

It's a description of the three books that should form the base of every Cub Scouter's library.

1. What It's All About

The Cub Scout Leader Book is the essential source for how Cub Scouting works. This latest printing with all the new Tiger updates is a superb reference. It starts with an emphasis on our purpose – what we are trying to accomplish and then delves deeply into all the methods available to reach those purposes.

The scope is a bit staggering. It covers things like families, character connections, policies, uniforms, advancement, leadership, administration, safety, camping and more. There are job descriptions for every leadership position and committee post in the pack. There is a wonderful chapter on Cub Scout age boys that everyone should read.

I have read Scout leader manuals for many years and from several countries and I would rate this as the best of the bunch. It covers more important topics, is better organized and better written than any others I have seen.

The Cub Scout Leader Book is certainly a must for any leader or committee member. If you don't have one, get one. Even older printings are great, but will have old Tiger formats.

2. How To Make It Happen

The Cub Scout Leader How-To Book is a bundle of fun activities for every Cub Scout event from family projects and den meetings to big pack extravaganzas like Blue and Gold banquets and camp outs.

It makes a valuable supplement to Program Helps by providing wider choices of projects, games and ceremonies as well as details of big pack events like bicycle rodeos or pack camping – those beyond the scope of Program Helps.

It is a particularly valuable resource for leaders. Just look at this list of teasers in the Introduction:

- How do I plan a skit for next month's pack meeting?
- How do I find a new game--that can be played indoors?
- How do I make papier-mâché?
- How do I make a hike interesting to my den?
- How do I plan the blue and gold banquet?
- How do I help make my Cub Scout with special needs more successful?
- How do I make pack meetings more upbeat?

These just scratch the surface of all that is in this book.

There is so much program stuff in the How-To Book that a pack and all its dens could easily run for years using ideas from this book alone.

3. About Boys

Consider the following description of Ben Rogers:

Ben's gait was the hop-skip-and-jump -- proof enough that his heart was light and his anticipations high. He was eating an apple, and giving a long, melodious whoop, at intervals, followed by a deep-toned ding-dong-dong, ding-dong-dong, for he was personating a steamboat. As he drew near, he slackened speed, took the middle of the street, leaned far over to star-board and rounded to ponderously and with laborious pomp and circumstance -- for he was personating the Big Missouri, and considered himself to be drawing nine feet of water. He was boat and captain and engine-bells combined, so he had to imagine himself standing on his own hurricane-deck giving the orders and executing them....

So my third book is - **The Adventures of Tom Sawyer**

Have you ever seen a better description of a boy walking down a street? Mark Twain gives us some the best insights of the persona of nine-ten year old boys. Tom, of course, is a special example: the product of a broken home, a good scholar but something of a bully, obsessed with thoughts of both history and death. If you haven't read the book recently, then I really suggest that every Cub Scout leader should take the time to do it. It's available in e-text from the [University of Virginia](#).

I read a lot of books and articles on child behavior but I still regularly come back to this one. Mr. Clemens had this special ability to describe the many secrets of boyhood. He lays bare Tom's fears, his hopes and his dreams all woven into a tale of action and adventure.

Almost any leader can understand and appreciate the range of imagination, humor and joy of adventure by just reading a few pages of this book. Perhaps you will notice just how

seriously Tom takes life. He rarely takes time to laugh or even smile in the midst of any grand enterprise. He is, in that manner, a very normal boy. Fun is serious business.

Of particular interest is his fascination and concern with death. Adults seem to not notice how many references to death are in the book, but there they are – the dead cats, the murder, funerals, death wishes and even mortal danger in the cave. He fantasized about his own mortality...

He pictured himself lying sick unto death and his aunt bending over him beseeching one little forgiving word, but he would turn his face to the wall, and die with that word unsaid. Ah, how would she feel then? And he pictured himself brought home from the river, dead, with his curls all wet, and his sore heart at rest.

Twain is right -children do worry about death and we are usually oblivious to their concerns. My two favorite game sources, Brian Sutton-Smith and Iona & Peter Opie describe all sorts of children's games about death and dying. Girls' skipping songs seem to be particularly lurid.

And so I challenge Cub Scout leaders to think of just how they consider these characteristics of boys. Imagine that you are the den leader and Tom is in your den. How would you handle that? What games, what projects would you choose? What would you do about a *Code of Conduct*? I would love to know what you might come up with. If you wish, [leave me a message at my web site.](#)

For extra credit, imagine that both Huck and Sid are there with Tom.

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

If you wish to contact him with a question or comment, go to <http://wtsmith.com/rt/gnolmm.html>

PACK ADMIN HELPS

Planning Outings 101 *Oconeechee Council*

An affective outdoor program, full of outings, day trips, day camp, resident camp, and pack overnights should be the corner stone of any great pack program! Something as simple as a hike down the community bike/hike trail to a long-term camping experience will bring added value and awareness to your program.

However, BSA has a number of policies on how to get your den or pack out of the "hut" and into the great outdoors!

Ten Elements of Planning

It goes without saying that without planning, we would never get anywhere! Great activities just don't happen! Plan, plan and plan some more! It is good idea to hold a planning meeting once every 6 months to review the next 18 months worth of plans! This gives you the chance to make sure your upcoming events are being handled and are on track. It is also a good idea to ask one person to be in charge of each outing! Also keep these in mind:

1. **Objective:** make sure your activities meet the purpose of Cub Scouting, and provide opportunities for physical, spiritual, mental/emotional & social growth.
2. **Theme:** remember your monthly theme!

3. **Fun:** It has to fun, or they won't come! Make sure your plan is fun for boys and family.
4. **Variety:** Try not to do the same thing over and over and over! Everyone loves a trip to the fire station, but by the time a boy becomes a WEBELOS, he's been, there done that!
5. **Action:** Boys *do*, to *learn*! Sitting in a room and listening to someone go, blah, blah, blah is no fun! Keep the action rolling!
6. **Boy Appeal:** Scouting is age appropriate! Make sure your activity is right for your group! Don't expect a Tiger to keep up with the WEBELOS.
7. **Family Appeal:** Cub Scouting means family! Activities should help to strengthen and enrich families.
8. **Resources:** make good use of all of your people, facilities, materials & equipment. Use the talents and skills of all of your family members!
9. **Achievement:** Remember recognition! Use beads, try and complete arrow points, and achievements with your program!
10. **Flexibility:** Have a plan "B" just in case – be prepared to change the program if needed, and remember those *teachable moments!*

So What Do We Do After We Plan, Plan & Plan?

- ✓ Budget, budget & budget! Make sure you have the funds and resources to work your plan!
- ✓ There are 4 general sources for funds in scouting. There are: the boy & his family, your chartered organization, the pack & the community!
- ✓ Decide how you are going to pay for your units activities and work it!

Hummmm... Resources!

Don't go it alone! Use your family members to act as events chairman and help make the reservations, and follow up on all the loose ends! This is a great way to pull that reluctant adult in to a far more productive role in your unit.

So, Where Do We Go?

There are hundreds of great places to take your pack! Find a bike trail and take a family bike trip and plan a picnic. Go to the zoo, a museum, a concert, a play, see a battleship, or a battle field! Just take a walk! Sometime the simplest is the best!

But A Few More Things Before You Go!

TOUR PERMITS: Local tour permits are required for trips and camps when you travel less than 500 miles. They should be filed at least 2 weeks prior to any scheduled event with your local council office. You can fax them to most (maybe all?) council offices.

NATIONAL TOUR PERMIT APPLICATION: For any trip over 500 miles one way and tours outside of the USA, a national Tour Permit needs to be filed at least one month prior to the event!

The permit needs to be in the possession of the group leader at all times.

IN TOWN TRIPS – Although some short, in-town trips may not require a local tour permit; I prefer to file a tour permit for any outing! - Experience has taught me that the first time we skip it for the den-parent bike or hike, then we

bend it for another trip to the fire house, & then what's another 25 miles to the zoo, we keep finding ways around filing the permit, until we aren't filing them at all! As a Den Leader I always completed one and gave it to my Cub Master, even for the small trips.)

PERMISSION SLIPS - It is strongly recommended that permission slips be obtained from parents for every trip.

AUTOMOBILES:

- ✓ You need to enforce reasonable travel speed, in accordance with local & state laws.
- ✓ All drivers must have a valid driver's license & be at least 18 years old. There is an exception that allows 16 year olds to drive, but it doesn't pertain to Cubbies, and is way too scary for consideration! Please check the Health & Safety Guide & The Guide to Safe Scouting for additional details
- ✓ If you are using a vehicle that can carry more than 15 people the driver must have a CDL!
- ✓ Driving time is limited to 10 hours, and must be interrupted by frequent rest, food, recreation stops!
- ✓ Seat belts must be used! Except on a commercial or school bus!
- ✓ Passengers will ride only in the cab of trucks. No rear decks of station wagons! Or floors or storage space of vans! Or truck beds!
- ✓ Drive in daylight.
- ✓ Adequate property damage & public liability insurance must be carried.
- ✓ Children should sit in the back seat & make sure you obey all current guidelines for child safety seats. Make sure you understand and follow airbag safety tips.
- ✓ Do not travel in convoy.

Let's Talk About Two Deep Leadership!

Simply stated, it is the policy of Boy Scouts of America that trips & outings may *never be led by only one adult. Two registered adult leaders or one registered adult leader & a parent of a participant, one of whom must be 21 years of age or older, are required for ALL TRIPS & OUTINGS!*

What does this really mean? Well it means you need at least 4 adult leaders at every outing and trip! If a boy gets hurt, two adults must accompany that child to the hospital and you need at least 2 adults to remain with the group, or you've just turned your afternoon hike, into a Den Meeting at the ER!

ADULT LEADER RECOGNITIONS

Two Different Types of Homes

Heart of America Council

Material: Appreciation certificate for each den leader and Webelos den leader

Cubmaster: There is something that parents sometimes overlook when they consider the possibility of serving as den and pack leaders. There are two very different types of homes. In one type, everything will always be just so. The furniture is not likely to be marred; there will be little shouting or noise except from the boy who lives in that house; and even his shouting will be subdued and experimental. His mother will seldom be troubled by the shouts of other boys, because it is not likely that they will come here. And unless something unusual happens, that is

the type of home it will always be. As the children who live in it become young men and women, the rug will never be rolled up for social occasions. They will take their noise and laughter where it is better understood and more welcomed. But there is another type of home. This type attracts the friends of the children who live in it. They would rather bring their friends there than join them elsewhere. It is a home where children are welcome, where they learn to take care of the furniture rather than preserve it through lack of use. It's a home, which later will attract young adults.

It's true – the first type of home will be peaceful, because it will be empty. Too empty, too peaceful, too quiet. But there are more wonderful things to be sought after in life than peace and quiet. And besides, a noisy busy home does not mean that all personal comforts and pleasures must be sacrificed. Lasting satisfaction comes from the knowledge that, as each day goes by, children's future memories of their home will be happy ones.

Most Den Leaders want the second type of home and they have started to build now, because in a year or two it will be too late. That's why Cub Scouting is not all giving on their part. They'll receive a finer home life and stronger family because of it.

(Call forward all Den Leaders) these people are making one of the finest possible contributions to our community by serving as Den Leaders. They not only deal with boys, but with parents too. They are strengthening the life of our community by enriching the families who live in it. They are teaching boys to respect their homes and their parents, and they are helping parents understand their boys better by doing things with them. Few community services are more important than this.

Please accept these certificates as a small token of the pack's gratitude for your help in Cub Scouting, and the thanks of all the boys you are helping by your service. Thank you.

Leader Appreciation Ceremony

Materials: 4 candles

Scouting is made up of many things, people, and ideas. Tonight we are going to take a few minutes to reflect on some of the more pertinent aspects of scouting.

First – Scouting is a program. As depicted by our first candle it is a program dedicated to the development of character, citizenship, and the mental and physical fitness of our youth.

Second – Scouting is for the youth of our community. Young men, who expect to learn, gain recognition by advancement, but most of all they expect to have fun with others of their own age.

Third – Scouting is the parents of our Scouts. For without parents taking an interest in the activities of their sons, taking to meetings, and fulfilling their part of the Scouting program, we could not have Scouts.

But, as you see, this leaves one lone candle. This candle represents the Leaders of Scouting. As I call your name would you please come forward?

Leaders, I light this candle for you, for you have been faithful leaders to us and we want you to know that your work, dedication, and tireless effort have been gratefully appreciated. For without your leadership as well as the leadership of all Cub Scout leaders. The first three candles – program – youth – and parents would be meaningless.

Thank you!

Maybe you want to present the following -

Backbone Award:

A dried turkey bone spray painted and glued to plaque or hung on ribbon for "You are the Backbone of Pack #".

Here are two more potential recognitions for parents. Be sincere in your appreciation and they will volunteer again!

BEST PARENT MEDAL

Grand Canyon Council



Give this special award to a helpful parent.

Materials

- Frozen juice can lid;
- Colored paper;
- Crepe streamer;
- Markers;
- Small star stickers (optional);
- Scissors; Glue; Magnet strip

Directions:

1. Trace the can lid on a colored sheet of paper. Cut out the circle.
2. Using a round container or cup slightly smaller than the lid, trace and cut a circle.
3. Write your message on the smaller circle—like "HERO," "BEST MOM," "BEST DAD," "BEST PARENT SCOUTER" etc.
4. Glue the smaller circle in the middle of the larger circle. Let dry.
5. Cut crepe streamer about three times longer than the circumference of the lid.
6. Fold crepe paper lengthwise, leaving about 1/4" on one side. (Don't worry if it's not too straight)
7. Glue the folded side of the crepe paper on the juice lid, tucking paper so it fits in the circle. The edge of crepe paper should be sticking out from the lid.
8. Glue circles on the lid and part of the crepe paper.
9. You may want to decorate the circles with star stickers.
10. Cut "ribbons" out of colored paper and glue on the back of the lid so the ribbon hangs down nicely.
11. Attach magnet strip on the back.

HERO'S MEDAL

Grand Canyon Council



Materials

- Stiff paper (cardboard, tag board);
- Wide ribbon (3-4" long);
- Large safety pin.

Directions:

1. Fold a piece of notepaper and cut out a star shape.

For instructions on how to make a perfect five-pointed star, go to the Betsy Ross website -

<http://www.ushistory.org/betsy/flagstar.html>.

The trick is in using 8 1/2" x 10" paper

2. Trace the star on cardboard and cut it out.
3. Decorate the star with markers and stickers. Include the word "HERO."
4. Fold the ribbon in half and glue the ends to the back of the star.
5. Slip a large safety pin through the fold in the ribbon.

TIGERS

Tiger Cub Program Changes

Kevin in Norman, Oklahoma posted this on the Cub Scout Roundtable E-mail Exchange

There was a blurb in the 2005 Edition of the Cub Scout Leader handbook, **SECOND PRINTING** noting that, after June 1, 2006, Tigers earn Bobcat first and use the Cub Scout motto.

This is clearly set out in the **NEW Coil bound Tiger Cub book** that recently came out, but it wasn't clearly set out in any prior edition, as those were all printed to soon to reflect the changes. *(My wife bought new regularly bound Tiger Books today and they too have the changes. The Tigers on the cover are in Blue Uniforms. They are marked as the 2006 printing. CD)*

Here are some of the examples of changes in the Tiger Book:

Page 3 & 10, the text notes that Search Discover Share is the Tiger Cub CONCEPT or IDEA. There is no mention in the handbook of a separate Tiger Cub motto, as Search Discover Share is no longer the motto, for they now use the Cub Scout motto, Do Your Best.

Page 14, No matter what age or grade a boy joins Cub Scouting, he must earn his Bobcat badge before he can be awarded a Tiger Cub Badge, Wolf badge, Bear badge, or Webelos badge.

Page 16 Requirements for the Tiger Cub Immediate Recognition Emblem

- * Learn the Cub Scout motto: Do Your Best.
- * Learn the Cub Scout sign (see page 156)
- * Learn the Cub Scout salute (see page 158)

Page 25, You must earn your Bobcat badge before you can work on your Tiger Cub badge. You will work on your Wolf badge next year, when you are in a Wolf den.

Kevin's letter was in response to a question about when to award the Tiger cub totem, his response said

This would suggest that a Tiger Cub must finish Bobcat before beginning to earn his Tiger Cub rank or his Immediate Recognition Emblem. But hey, guess what, once he has learned the cub motto, sign and salute, the Immediate Recognition Emblem is already earned, it's a done deal except for the presentation. So even if the law of the pack or the promise that's a bit longer, the Immediate Recognition Emblem requirements are in fact already done. Applying a bucket of common sense, and as we favor instant recognition in Cubs, I would say go ahead and do the Immediate

Recognition Emblem either that day in the den meeting, or at the latest the next pack meeting, even if Bobcat is not yet completed. I don't think anyone will sic the uniform cops on you.

An alternative view, which I also won't quibble with, because it's at least equally right and perhaps a tad more so, is this: the Scout must earn Bobcat first, so the pack recognizes the fob requirements are inherent in the Bobcat, but elects to not present the Immediate Recognition Emblem until the Bobcat is fully earned, similar to how arrow points get worked on but not awarded before Wolf badge, and how tiger tracks get worked on, but not awarded until Tiger rank badge is complete.

My take, unofficial as it is, says pick either one of those, use it in your pack, stay with it until there is something else by BSA in print, and don't spend a lot of time fretting over the decision because both are reasonable in the outcome.

If you want more information, go to **Tiger Cub Leader Fast Start** (online version, see www.olg.scouting.org - under Cub Scout Leader Fast Start) It's worth a look through, even if you are not a Tiger leader, to help get up to speed so you can help Tiger leaders in your unit, district and online.

After earning his Bobcat Badge, the Tiger Cub must then complete one Den Activity, one Family Activity, and one Go See It Activity within each of the five achievement areas to earn the Tiger Cub rank. He works with his adult partner to do this. As he completes each of the 15 requirements, he receives the appropriate orange, white, or black bead at the next den meeting to add to his totem.

Achievement #1 Making My Family Special 1F Family Activity

During the time the Tigers are learning the Tiger Cub Motto, the Cub Scout Sign and Salute you can also work on this Achievement. The Tiger Cub, along with his adult partner can make a chart using poster board outlining family activities, job and fun activities. Allow the Tiger Cub to assign some jobs. This will give the adult partner and the Tiger to a chance to plan ways to keep things clean and tidy in their home. For example, the Tiger can clean his room or take out the trash. Let the Tiger assign a chore and a fun activity to plan with his adult partner, remember this is a growing up process for them. Working together can reinforce in your Tiger the importance of the family and how every family member plays an important part in keeping their home in good shape.

Den Activity 1D

Make a family scrapbook

Materials: Three-prong folder for each boy; 3-hole-punched typing paper; markers, crayons, stickers and other materials to decorate the cover.

Directions: Have the Tiger Cubs decorate the folder and fasten the paper into it.

These scrapbooks are great if the Leader can keep them while the boys progress through the program. They can add many projects to their scrapbook, even though it is a Family Scrapbook. Discuss with the adult partners whether they want the Tigers to get the books upon graduation from Tigers or from Cubs or presented earlier for the families to

take home and keep up. Another thought may be to have enough material for 2 scrapbooks. Then have the Tigers make one to be a Cub Scout Scrapbook and one to be a Family Scrapbook. In the Family Scrapbook the Tiger can put items in there that remind him of special memories of things he has done with his family.

Go and See It-1G

Go to a library, historical society, museum, old farm, historical building or visit an older person in your community. Discover how life was the same, and how it was different for a boy your age many years ago. The following ideas come from the York Adams Council PowWow book.

1. Share the family photo album. Identify special family members.
2. Share family histories and traditions.
3. Have a 'families' picnic. Get to know one another.
4. Have a group party. Use a holiday for theme. How about a Valentines Party in October?
5. Design and make a family tree. Share it with others in your den.
6. Design a family coat of arms. Have the Tiger include special areas of the family's past.
7. Conduct your own 'Family' activity.

10 WAYS TO HUG A TIGER FAMILY:

Sam Houston Area Council

Encourage your Tiger families to try these activities this month:

1. Stop what you are doing. Go outside with your family. Take a walk, hike or bike TOGETHER.
2. Have picture-taking session. Let your Tiger create some of the poses. He could take some of the pictures.
3. Celebrate being a family. Have a party complete with cake and ice cream.
4. Make a cork board display and hang it in your living room stating that your family is special and choose a different family member to honor each day.
5. Let your Tiger stay up later than usual one night to play a special family game.
6. Write a family letter to someone. Sit around the table and let everyone dictate portions of the letter.
7. Take the family to a flea market or garage sale. Each person gets \$1 to buy treasures to give as gifts to other family members. Provide a bag to hide the gifts in until arriving at home.
8. Encouragement week. Make a chart with each person's name. Provide star stickers. Each person who encourages another with "I love you", a hug or other encouragement, will receive a star. Provide a prize to the one who has the most stars at the end of the week. (In this activity, EVERYONE becomes a winner, because of the encouragement given and the lesson of encouragement learned.)
9. Make a Treasure Box. All the handmade pictures and gifts your child gives you can go into this special box.
10. Family slumber party. Sleep on the floor in sleeping bags. Stay up late. As a family do the fun things that you would allow for your child's slumber parties.

SPECIAL OPPORTUNITY

Kommissioner Karl
Seneca District, Buckeye Council

A Good Turn is more than simple good manners. It is a special act of kindness.

The Boy Scout Handbook, 11th Edition, p. 55



It is really important for Packs and Troops to sign up for Good Turn America and to log their hours. We want to show the world we re doing the right stuff and helping others. That the BSA- Cub Scouts and Boy Scouts is a vital organization. CD

The Boy Scouts of America's Good Turn traces back to American businessman William D. Boyce who was lost in a London fog. A boy offered to take Boyce to the address he wanted and refused a tip, saying he was a Boy Scout. Boyce's curiosity was aroused. He later had the boy take him to Scouting's British founder, Lord Baden-Powell. From this chance meeting, the Boy Scouts of America was born. Since 1912, Boy Scouts nationally have been called to serve, from selling war bonds during World War II to collecting canned goods in the 1980s.

Good Turn for America is a national call to service by the Boy Scouts of America to address the issues of hunger, homelessness, and poor health in our nation. In this effort, the Boy Scouts of America is partnering with some of the nation's most respected service organizations, including The Salvation Army, Habitat for Humanity, and Special Presentation the American Red Cross. These organizations, and thousands of others, will work to provide opportunities for youth and volunteers to fight hunger and homelessness, and teach the habits of healthy living. Youth and volunteers are looking for ways to serve their communities. At the same time, service organizations need dedicated volunteer help. By working together, we can improve our young people, our communities, and the nation.

Project Ideas

- The project should be age-appropriate. Youth should not be asked to participate in activities that are beyond their physical, mental, and emotional capacity.
- There should be proper adult supervision during all phases of the project.
- Appropriate safety guidelines related to the project should be communicated to all participants.
- Those within Scouting should follow the Guide to Safe Scouting.

Food drives

- Conduct or expand Scouting for Food programs

- Participate in collaborative food drives and collect food donations for food pantries

Provide meals to the hungry

- Assist agencies that provide meals to the needy by helping them prepare and serve the meals
- Help deliver meals and food to the homebound and elderly in conjunction with organizations such as Meals on Wheels

Assist organizations that build homes for the needy

- Take part in a Habitat for Humanity homebuilding project
- Assist community beautification projects, including repairing/repainting homes and sprucing up the yards of those in need
- Assist organizations that provide home maintenance services for those in need

Assist shelters and their occupants

- Collect clothing, toiletries, and supplies for people living in shelters.
- Collect books and school supplies for children living in shelters
- Collect toys and gifts for children of prisoners or those living in shelters
- Conduct visits and reading programs for residents
- Conduct entertainment programs for residents
- Provide other volunteer services that improve the quality of shelter life
- Conduct a fund-raiser for a not-for-profit shelter

Offer unit-level community and school-based sports and fitness clinics

- BSA Physical Fitness Award and the Venturing Quest Sports and Fitness Award
- Take a unit hike day/weekend
- Fun run/walk/cycle event
- Scout field games

Conduct a community health awareness project

- Blood drives
- Distribution of healthy living and drug abuse awareness literature
- Distribute organ donor cards to the public
- Conduct a child fingerprinting event

Conduct service projects to build healthier environments

- Tree-planting and revegetation projects
- Park or camp trail maintenance and repair
- Projects to enhance wildlife habitats
- Conservation and recycling projects
- Beautification and litter cleanup projects

How Do I get Involved?

Go to <http://goodturnforamerica.org/>

Click on the "TELL US ABOUT YOUR PROJECT" in the left side menu.

Click "click here to log in or create an account."

Click the red underlined "Click here."

Click "I agree."

You will need your unit Good Turn for America Unit ID number for the first line. You may get this from your District Executive.

Complete the rest of the information on this page to complete your account creation. Be sure to let others in your unit know what your unit's ID, registration and password is so they can log their hours as well. Or designate someone to enter all of the information for your unit and have the den leaders submit the necessary information to them for entry. When you need to enter your service hours, be sure to login from the "Tell us about your project" menu selection. Simply follow the prompts to enter your project hours and details. The website will keep track of the information for you.

Information you will be asked to provide will include:

- The organization or group benefiting from the project
- Partnering organizations
- Date of the project
- Number of Scouts participating
- Number of non-Scouts helping
- Number of adults participating
- Total hours worked

Service projects may be entered throughout the year as they are done, no matter how big or small. After you enter the data for each project, your unit will be eligible to receive the Good Turn for America patch and year segment which can be obtained from the Scout Shop.

Boys' Life Reading Contest

Enter the 18th Boys' Life Reading Contest Now!

Boys' Life Reading Contest Patches

COLLECT ALL FOUR!



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



Adult Religious Recognitions



What is the adult religious recognition program?

An adult religious recognition award is presented by nomination only. The recognition is presented to worthy adults for their outstanding service to youth both through their religious institution and one of the national youth agencies. Recipients of these awards are unaware that they are being nominated. They are nominated to receive an award by submitting the required application, letters of recommendation, and resume. Please check eligibility requirements for specific awards. Self and spousal nominations are usually not allowed.

Essentially every denomination that has Youth Awards has at least one Adult Award. For example, the Lutherans have the **Lutheran Lamb** award (seen above) for members who are nominated and qualify. There is a minimum ten year tenure requirement for nomination. The recipient may wear the Adult Religious Emblem Square Knot. We, also, have the **Shepherd of Youth Award**. Both Lutherans and non-Lutherans who work with a unit chartered to a Lutheran Organization are eligible for this award. The tenure requirement is only five years. Some denominations do not have this dual award set up but simply present their Adult Award to all who deserve it. For example, I have two Scouting friends, an Episcopal Priest from Detroit area who I met at Philmont Training Center this summer, and Fred, a retired Scout Exec who was my first Scoutmaster, who both claim to be the only Christian to have received the Shofar Award for Adult Scouting with Jewish Scouts.

For complete listings of Adult Religious Recognitions for BSA Leaders go to National's site at

<http://www.scouting.org/awards/religious/awards/index.html> or US Scouts site at

<http://www.usscouts.org/awards/religadult.html>

Many of these awards are coordinated by P.R.A.Y. Check their website for info, too www.praypub.org

This square knot is worn by those whom have received a religious award as an adult member of the BSA. The awards are not BSA awards and are presented by religious organizations for long tenure of service to Scouting, the religion, and the community. With one exception all of these awards require a nomination. Self-nomination is not allowed.

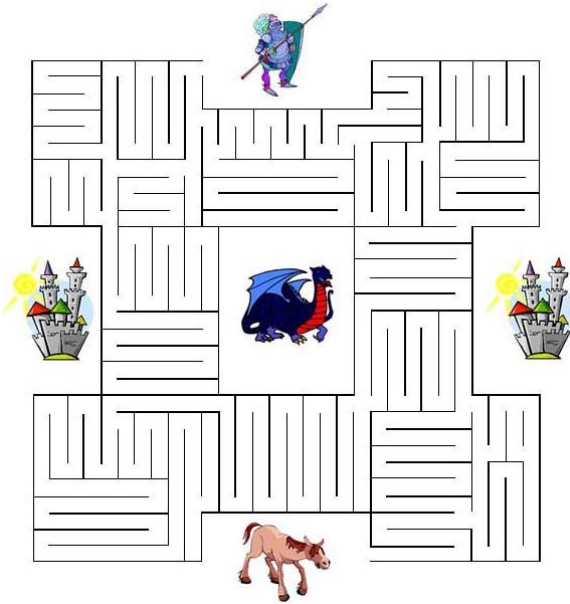
Only one Adult Religious Award square knot is worn regardless of how many awards have been received. It is possible, for example, to receive two or three levels of awards in some faiths or to receive awards from more than one faith.

So, if you now someone who is deserving of receiving the Adult Award from his faith – check it out and begin the nomination process.

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

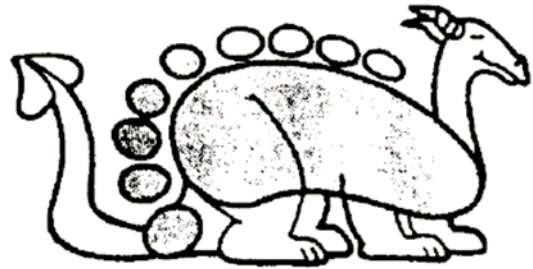
HELP THE KNIGHT FIND HIS STEED:
*Sam Houston Area Council
 (You will need to enlarge this CD)*



Knight of the Roundtable Word List
Heart of America Council

Give the boys a timed amount of time to write as many words as he can using only the letters in “Knights of the Roundtable”.

Dragon Art
Heart of America Council



Have the Cubs make dragons from their footprints. Put paper on floor. Have Cubs draw around their feet; then personalize it by adding a head legs, long spiked tail and fire.

FIND THE KING'S TREASURE
Grand Canyon Council

Hide gold covered chocolate coins. Explain to the guests that The Royal Treasure has been scattered through out the land. They must retrieve the coins and place them back into the treasure chest, which is an aluminum foil covered shoe box. After the coins are collected they can be divided up evenly.

Knight’s Challenge

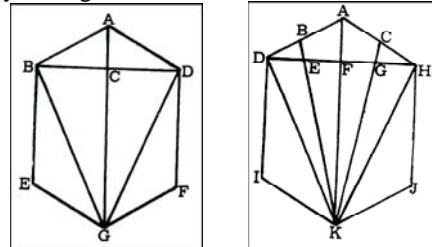
Heart of America Council

This is definitely one that you should copy, paste and enlarge CD

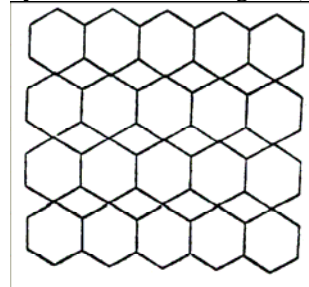
Give each boy a sheet of paper with the pictures and instructions on it.

Count the Triangles: Can you determine the correct number of triangles in each of the figures?

How many Hexagons:



Hexagons - Can you find all 28 hexagons (6 sided figures)?



Football Quiz*Sam Houston Area Council*

For a den competition, since this is football season, hold a timed contest for each den to fill out the following "fill-in the blanks" naming 32 professional football teams from the clues:

1. 747's _____
2. Sun-tanned bathers _____
3. Charges you get in the mail _____
4. Thieves _____
5. Arms for a fish toy _____
6. Uncle's wife in the Army _____
7. Asian tigers _____
8. Mare's foal _____
9. Black cats _____
10. Ursa Major & Ursa Minor _____
11. Bovine lads _____
12. Credit card users _____
13. Top Scouting Rank _____
14. Ewe's mates _____
15. Ford's first compact car _____
16. Foreign car _____
17. Gold rushers _____
18. Pirates _____
19. King of beasts _____
20. Meat haulers _____
21. Mexico's rebels _____
22. Midnight snackers _____
23. Most powerful ones _____
24. Native leaders _____
25. Ocean birds _____
26. Paul Revere, for one _____
27. Peter & Paul _____
28. Poe's bird _____
29. Religious lawmakers _____
30. Six rulers _____
31. Male sibling sergeants _____
32. Sunburned bathers _____

*Answers on the last page***OPENING CEREMONIES****The Knight's Code***Heart of America Council***Set Up –**

After blast of trumpet, a single file row of Knights marches in with flag

Flag is posted and boys lead Pack in the Pledge of Allegiance. Trumpet blasts a gain, boys in ceremony form a half circle (or other shape) in front of room, facing the audience.

Then they recite **The Knight's Code**. Each Cub has a card with his part on back in LARGE print and an appropriate picture on the front.

Cub #1: Be always ready with your armor on, except when you are taking your rest at night.

Cub #2: Defend the poor and help them that cannot defend themselves.

Cub #3: Do nothing to hurt or offend anyone else.

Cub #4: Be prepared to fight in the defense of your country.

Cub #5: At whatever you are working, try to win honor and a name for honesty.

Cub #6: Never break your promise.

Cub #7: Chivalry requireth that youth should be trained to perform the most laborious and humble offices with cheerfulness and grace, and do good unto others.

Boys march off together.

Sir Cub Knights*Heart of America Council*

Personnel - Cubmaster, 7 Cub Scouts, each with a letter printed to turn up.

Cubmaster: Long ago when the world was in darkness and evil, a group of men pledged themselves to their king and to going throughout the countryside to do good and brave deeds to help others. Tonight our Cubs and Webelos remind us that chivalry and good deeds are not a thing of long ago.

Cub #1: **S** - stands for same. Some things may have happened hundreds of year's ago, but the way the knights acted then is the way we should act now.

Cub #2: **I** - stands for ideas. The ideas of the knights to do good deeds for those in need should be our ideas for today.

Cub #3: **R**- stands for respect. A true knight, respects his king, his elders, women and all those in need of help. Like the knights of old, we too respect our parents and all older people.

Cub #4: **C**- stands for courtesy. A knight knows that the best way of doing anything is to do it in a courteous manner. Cubs also know that the best way to get along with everyone is through courtesy and politeness.

Cub #5: **U**- stands for unity. Even when the knights did things alone, they knew that they belonged to a special group and they acted as members of that group. So we Cubs too, are unified in a special group of which we are truly proud.

- Cub #6:** B- stands for belonging. Once a knight went through his knighting, he knew that he belonged. Cubs know that they belong to their family, their church and the pack.
- Cub #7:** S- stands for special. The Roundtable was made up of a special group called Sir Knights. We belong to a special group of boys called Cubs and Webelos.
- Cubmaster:** Our theme for this month is that special group Cubs In Shining Armor. We are all special in the sense that we are Americans. Will everyone please stand to pledge our allegiance to our flag, which represents all of us.

Knights of The Roundtable

Heart of America Council

Set Up – Cubmaster dressed to resemble King Arthur, 7 Cub Scouts, Cub-a-labra with seven candles and cards with parts written on table with Cub-a-labra

Cubmaster Welcome, Knights of the Roundtable. Just as the Knights of old had their code of conduct, so the young Knights of Cub Scouting have their code, the Cub Scout Promise. A Cub Scout promises to do his best.

- Cub #1:** (lights candle) To do his duty to God and his country
- Cub #2:** (lights candle) To help other people
- Cub #3:** (lights candle) To obey the Law of the Pack
- Cubmaster:** The young Knights also abide by the Law of the Pack.
- Cub #4:** (lights candle) The Scout follows Akela.
- Cub #5:** (lights candle) The Cub Scout helps the pack go.
- Cub #6:** (lights candle) The pack helps the Cub Scout grow.
- Cub #7:** (lights candle) The Cub Scout gives good will.
- Cubmaster:** You may now join the other Knights and let the evening begin.

Our Best

Heart of America Council

Personnel – Den Chief and Cubmaster, Four or more Cubs in full or partial costume and two Cubs in uniform

Den Chief: To promote our theme, Cubs in Shining Armor, we have some special guests who have come all the way from King Arthur’s court to be with us this evening. (Four or more Cubs in full or partial costume.)

- DC:** Sir Shawn.
- Sir Shawn:** I’m the best dragon-slayer in the land.
- DC:** Sir Paul.
- Sir Paul:** I’m the best Jousting in the country.
- DC:** Sir Michael.
- Sir Michael:** I’m the best rescuer of damsels-in-distress.
- DC:** Sir Phillip.
- Sir Phillip:** I’m the best crusader in all of the kingdom.

Pause for a few seconds as Den Chief looks at two remaining boys in Cub Scout uniforms

- DC:** And what do you do best?
- Two Cubs** (*in Unison*): We DO OUR BEST at everything!

IT IS OUR FAMILY'S BELIEF

Sam Houston Area Council

ARRANGEMENT: Eight boys, each boy has a card with an appropriate picture on the front and his on the back in LARGE print to read.

- Cub #1:** It is our family's belief
- Cub #2:** And one for which we pray
- Cub #3:** That Thanksgiving become a lifestyle
- Cub #4:** And not just a day.
- Cub #5:** We're thankful for our family,
- Cub #6:** And for good friends it's true,
- Cub #7:** For all the blessings we've received
- Cub #8:** Today, and all year through...

All Together: **We wish you a Happy Thanksgiving!**

Cubmaster calls for colors to be posted and Pledge of Allegiance is recited.

PACK MEETING IDEAS

Ideas for your Pack Meeting

Sam Houston Area Council



- ✓ Display Den Banners around the Pack Meeting Area.
- ✓ Invite some Boy Scout trumpeters to play before the Pack meeting and to play fanfares during awards presentations.
- ✓ The Cubmaster should be dressed as a King to welcome folks,
- ✓ The Cubmaster should wear “Ex-cub-ular”(a safe, plastic sword with which to dub advancing Cubs later in the program).

DECORATE A CONE HAT

Grand Canyon Council

For the girls at your pack meeting have pink poster-board cone hats with ribbon ties to decorate. Provide glittery markers to draw with and faux craft-store gems and sequins to glue on.

TABLETOP DISPLAYS

Sam Houston Area Council

Dens bring tabletop displays of their “Cubs in Shining Armor” and other activities since the last Pack meeting to share with the other dens and to inspire the younger boys.

AS PACK MEETING BEGINS

Grand Canyon Council

Announce the guests upon arrival and present them with a crown or tunic. Simple tunics can be made from inexpensive pillow cases. Cut holes for the neck and arms. Then cut slits up the sides. Tie at the waist with a gold rope. Crafty parents can paint crests on each one with fabric paint or dye crayons. Or have boys wear costumes made in dens and ‘knight’ them as they enter.

HERALDIC DEN DOODLES:*Sam Houston Area Council*

Every Den should have a Den Doodle, and this heraldic den doodle can be personalized by the boys to represent who they all are. Let the boys choose the color for the fabric and draw or cut out what goes on the banner to represent their interests and backgrounds. This is a wonderful way to celebrate both the diverse and common interests of the boys in the den.

Materials:

- Two 8-foot lengths of 1" outer diameter PVC pipe,
- Two 1" inner diameter PVC caps,
- One 1" inner diameter PVC "T" joint,
- 2 yards of shiny fabric, various color felt

Every Den should have a Den Doodle, and this heraldic den doodle can be personalized by the boys to represent who they all are. Let the boys choose the color for the fabric and draw or cut out what goes on the banner to represent their interests and backgrounds. This is a wonderful way to celebrate both the diverse and common interests of the boys in the den.

Directions:

- ✓ Cut one PVC pipe into two 2' lengths,
- ✓ Fit them into the "T" joint to make a tall banner carrier
- ✓ Cap the top two open ends.
- ✓ Cut the fabric into a square or a long banner as shown here.
- ✓ Stitch some cloth or Velcro loops to the top of the banner to hold it around the PVC pipe.
- ✓ Let the boys **plan, discuss** and **then** decorate the banner with colors and symbolism that is important to them.

APPOINT A BALOO*Sam Houston Area Council*

Baloo is a Cub leader who knows how to have fun, and likes to share that fun with others. Start every pack meeting with a fun participation song or activity for all Cubs and family members. This should be led by an energetic adult (or Webelos Scout) acting as Baloo for the Pack meeting. This encourages people to be at the pack meeting on-time and it gets the show rolling with a bang. Later in the Pack meeting, Baloo will also be the one leading cheers for songs, skits and awards.

MAKE INVITATIONS TO PACK MEETING*Grand Canyon Council*

Use royal purple blue and red card stock paper to cut a coat of arms shaped card.

"The King wishes Sir _____ (scout's name) and family's presence at the Royal Pack Meeting!"

A sprinkle of glitter in the card or envelope adds flare.

Or give out scroll invitations.

Cut the invitations out of brown grocery bags and glue it onto wooden sticks.

The writing on the invitations can say something like: His Majesty the Cubmaster requests Sir _____ (child's first name) of _____ (child's last name) and family's attendance.

Festivities will begin at 7 pm.

You can use an "Old English" style font and clipart (download for free off the Internet) on the invitation.

DECORATIONS*Grand Canyon Council*

- ✓ The royal colors of choice i.e. red, purple and gold.
- ✓ Cover the table with your tablecloth. Lay streamers down the center. Cut and curl several one-to-two foot-long pieces of curling ribbon. Lay the resulting curls on your table for added color. Sprinkle sequins or gold stars on the top of the table.
- ✓ Create the feeling of a royal castle by painting stones on white sheets or muslin. Hang on the wall and then add paper or felt banners/coat of arms to hang on the walls or ceilings.
- ✓ Banners of coats of arms out of butcher paper & markers.
- ✓ Swords can be made in den meeting and "set" in a stone (made from foam) and the boys can pull swords from the stone together as a show of solidarity.
- ✓ Gather several large boxes from refrigerators and stoves from local stores, cut them and stapled them together creating a large castle you can even cut the top of the boxes to look like a castle. Paint it and tie streamers on the top of the castle and balloons. (***And it can be used for a game later. See GAMES section***)
- ✓ You can also make a maze inside the castle out of little boxes.

A Knightly Name for Each Cub*Sam Houston Area Council*

If you are sensitive to the boys' feelings and make names so that it cannot be embarrassing for them, then when the Cubmaster calls up boys for their awards, call them by their knightly name. Ideally, have the boys pick their own names ahead of time. It can be fun to hand an award to Sir John of Thompson, for a Johnny Thompson. For a particularly diverse pack, it becomes an even better idea to let the parents or boys choose the names ahead of time, so that their own cultural heritage can be celebrated. For example, titles of chief, emir, and maharaja would also be terrific historic titles for brave and noble men from other parts of the world. If the Cubmaster has his Excubular plastic sword, and it is safe to do so, he may have the boys kneel and dub award recipients with their titles, with three light taps on the shoulders.

PACK AND DEN ACTIVITIES

Go to a Renaissance Faire

Commissioner Dave

Renaissance Faires are where many people come in costume and spend the day reliving the time of chivalry and knights. My family and I regularly attend the Pennsylvania Renaissance Faire (See website below). We see Shakespearean plays snippets, eat turkey legs, participate in old time games and dancing, listen to folk music from the era and much more as we walk around and look at knights in armor, the ladies in their fancy dresses, wenches and pirates. One year we witnessed the rivalry between Queen Elizabeth and Mary, Queen of Scots through jousts, human chess games, sword fights and other events. This year there were two noblemen courting Queen Victoria who were competing (in strangely enough) the exact same events. We were there on Pirates Weekend and there was a boat race people were paying to play – It was a Cub Scout Raingutter Regatta. The boats were unmistakable even though they were painted to be pirate ships.

So I went looking and found some websites for Renaissance Faires -

Texas Renaissance Festival, Plantersville, TX

<http://www.texrenfest.com/main.htm>

(There are at least four other Ren Faires in Texas)

Pennsylvania Renaissance Festival

<http://www.parenfaire.com/>

Maryland Renaissance Festival

<http://www.rennfest.com>

Then I found these sites that have lists of Renaissance Faires from all around the country. Some are one weekend events, some are like the Pennsylvania Faire that are every weekend for 10 weeks or so.

<http://www.verymerryseamstress.com/renaissancefares.htm>

<http://www.faires.com/>

<http://www.faire.net/SCRIBE/WebScribe.htm>

<http://www.renaissance-faire.com>

<http://www.renaissanceinfo.com>

[the periodical Renaissance Magazine](#)

So if you are not holding your own event, maybe you can go and see one of these.

Advancement Opportunities

Sam Houston Area Council

Tiger Activities

Achievement 1G – Go to a fair, like the Renaissance Festival

Elective 8 – Your religious leaders

Elective 49 – Your government

Start religious emblem

Wolf Achievements and Electives

Achievement 11 – Duty to God

Elective 2 – be an actor

Start religious emblem

Bear Achievements and Electives

Achievement 1 – Ways we worship

Achievement 2 - Start religious emblem

Elective 10 – make knight helmets

Webelos Activity Ideas

Requirement 8b – start religions emblem

Craftsman Activity Badge

Scientist Activity Badge

Knight Helmets

Heart of America Council

Materials:

1 gallon round plastic bottle

1 gallon square plastic bottle

sharp knife

foil tape

awl

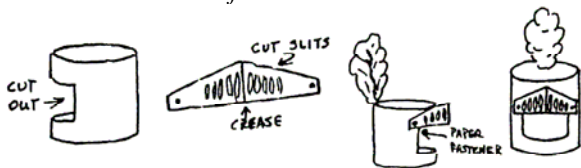
brads

Directions:

1. Remove neck, handle and bottom from round bottle.
2. Cut away an arch-shaped section from the side opposite the handle. Make it big enough so the face can be seen.
3. Cover the helmet with foil, taped on.
4. For visor, cut 2 sides from the square bottle. The corner of the bottle gives the visor a perfect shape to permit lifting from the helmet. Either leave visor solid or cut out opening in center.
5. Punch holes in ends of visor and in sides of helmet – fasten together with brads. Tape ends of brads so they won't scratch boys' faces.
6. Add plume of foil, crepe paper, construction paper or feathers.

Another Knight Helmet

Heart of America Council



Materials:

1 - 3-gallon ice cream carton

sharp knife

silver spray paint

brads

cardboard

Directions:

1. Cut face opening from ice cream container. Spray paint silver.
2. Cut face guard from cardboard. Cut out slits.
3. Fasten face guard to helmet with brads.

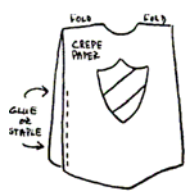
Knight Costume

Heart of America Council

Base

For basic costume, use pajama bottoms, thermal underwear, uniform pants or leotards, with matching socks pulled up over pants and fastened with rubber bands.

Tunic:



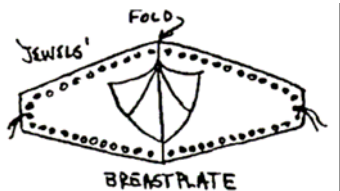
Cut from fabric or crepe paper. Seam, glue or staple, leaving armholes. Add coat of arms design, if desired, with magic markers or glue on construction paper emblem.

Epaulets



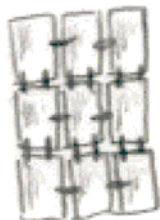
Use curved sides of 2 1-lb. oatmeal boxes. Remove top and bottom of box, cut down to 6" length. Run bias tape between the two across in front and back of neck. Paint as desired.

Breastplate:



Cut from cardboard. Make fold in center and cut to taper at ends, to fit around arms and hips. Attach bias tape ties at back. Paint with metallic paint. Add coat of arms or jewels.

PLASTIC ARMOR
Grand Canyon Council

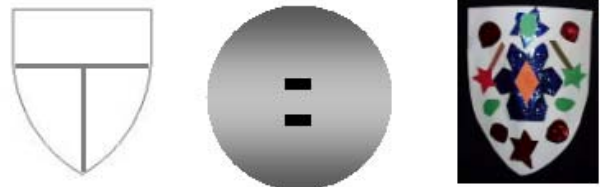


To make armor cut rectangles about 3x4 inches (or larger if you don't want to piece too many together.) Punch holes in the edges, paint them gray, and connect the pieces with yarn. Decorate as desired. Assemble like for a breastplate and a back plate, leave sides open and connect front to back with yarn. Have child wear gray sweats underneath if it is to be used as a costume.

KNIGHT'S SHIELDS
Sam Houston Area Council
Grand Canyon Council

Materials: Cardboard, scissors, knife, acrylic paints, silver spray paint, Velcro strap, Sharpie
Every knight must have his own shield.
They were used for protection and for identification.

A knight in full armor would be hard to identify, so the shield would display his personal colors and symbols.



Directions

Cut the shield to the desired shape. Cut two 1" slits, that are about 5" apart, near the middle and one above the other, so that later you can slide the Velcro strap through it. Spray paint the shield, and let it dry. Have boys add decorations of their choosing.

Coat of Arms

Heart of America Council



To have a personal Coat of Arms was the custom in many countries to identify their name by using a shield or "coat of arms". Design your very own.

Decoration Ideas for Coats of Arms and Shields

Heart of America Council,
Grand Canyon Council,
Sam Houston Area Council

In "coats of arms" and heraldry, every color and symbol has meaning. Encourage the boys to come up with their own colors and symbols, and explain their meanings. Here are some examples of what the colors and designs on ancient knights' coats of arms meant:

Colors

- Yellow or gold - Generosity and elevation of the mind
- White or silver - Peace and sincerity
- Blue - Loyalty and truth
- Red - Military fortitude and magnanimity

Black	Constancy or grief
Green -	Hope, joy & sometimes loyalty in love
Purple -	Royal majesty, sovereignty and justice
Orange	Worthy ambition
Maroon	Patient in battle, and yet victorious

Symbols



Cross or Chevron -	Protection
Crescent -	Honored by the king
Lion or panther -	Great courage
Tiger -	Great fierceness and valor
Bear -	Ferocity in the protection of family
Wolf -	Valiant leader
Leopard -	Valiant and hardy warrior
Horse -	Readiness for all employments for king and country.
Lamb -	Gentleness and patience under suffering
Ram -	Authority
Dog -	Courage, vigilance, loyalty, and fidelity
Camel -	Patience and perseverance
Tortoise -	Invulnerability to attack
Heart -	Charity, sincerity
Pen -	Emblematic of the liberal art of writing and of learned employments.

Double Eagle and Eagle - Signifies a man of action, ever more occupied in high and weighty affairs, and one of lofty spirit, ingenious, speedy in apprehension and judicious in matters of ambiguity.

KNIGHT'S HELMET

Grand Canyon Council



What You Need:

- Gallon milk carton, washed, rinsed, and dry
- Scissors
- Craft paint in colors desired
- Paintbrush
- Hole punch (for visor)
- Sheet of acrylic such as Shrinky Dinks (for visor)
- 2 Metal brads (if visor is desired)
- Miscellaneous supplies, as needed by individual project

Directions:

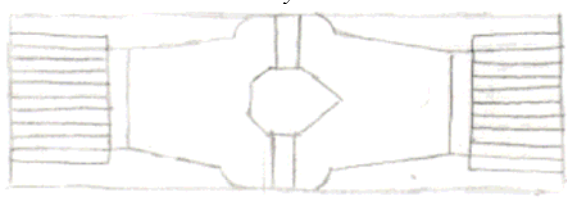
Hold the milk carton upside down by the handle. Look at the photograph as a guide, and cut all the area where the handle resides and the milk carton top off with the scissors.

Our particular milk carton actually had a difference in texture on the carton where we cut and that gave us the basic shape of the helmet.

You should have a "helmet" that a child can put on their head.
Trim off any sharp points.
Paint the helmet on the outside and then let dry.
Cut a piece of plastic to make visor and paint and draw lines to look like a visor.
Attach visor with brads.

1-PIECE ARMOR

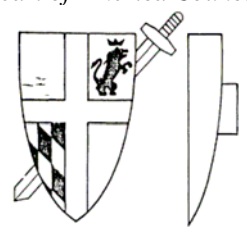
Grand Canyon Council



In its most basic form, Costume Armor can be created by folding a big piece of cardboard and cutting a hole in the middle for the head to fit through. (You can use other materials but it's hard to beat the cost of cardboard.) It should be as wide as the boys shoulders and twice the length from their knees to their shoulders.

Knight's Sword & Shield Tie Slide

Heart of America Council



Materials:

- Sheet metal
- Tin snips
- File
- 1/8" thick piece of wood
- sand paper
- paint
- glue

Directions:

1. Trace the shield pattern onto a piece of sheet metal(hobby shop), and cut out with tin snips.
2. File the rough edges smooth. Bend the shield slightly so that it bulges outward.
3. Trace the swords outline onto a 1/8" thick piece of wood and whittle it out – white pine or basswood is best. Sand the sword smooth.
4. Use enamel or acrylic paint on both the sword and shield. Paint the handle gold and the blade silver. Use the design here or create your own.
5. Glue the sword to the back of the shield with epoxy or modeling cement.
6. Then glue a sheet metal loop to the back.

FIELD TRIPS

Heart of America Council

Visit a historic location – how did they celebrate Thanksgiving?
Visit a sports game – any similarities to old English competitions?

SERVICE PROJECTS*Heart of America Council*

Read to seniors.

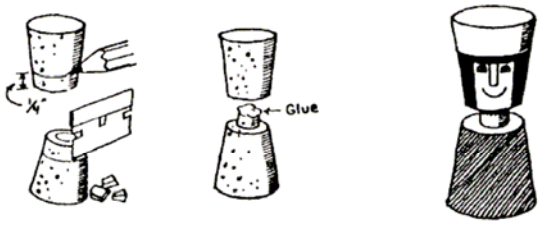
Play games or cards with seniors.

Make tray favors for Meals on Wheels or hospital.

Take dinner to an elderly person.

HIKES*Heart of America Council*

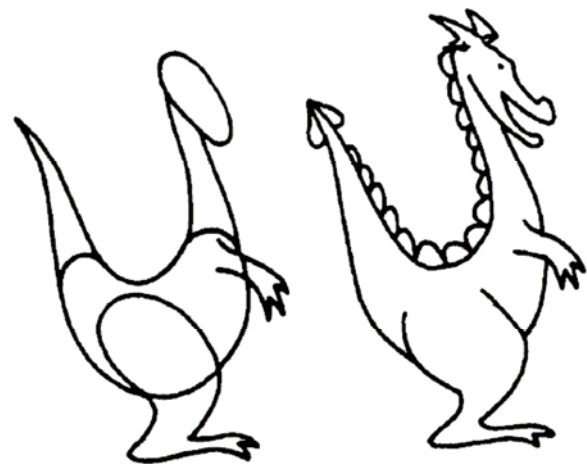
- ✓ **Sealed Order Hike:** Divide boys into groups. First group lays trail using notes that give directions on where to go and what to do on the way.
- ✓ **Shadow Hike:** Walk only in the shadows. This may require some jumping. (Don't plan this hike at noon since that is when shadows are the shortest!)
- ✓ **String Hike:** Follow a string, laid out in advance. Have nature objects along the way to identify.

Cork Knight*Heart of America Council***Materials:**

2 corks from bottles
 poster paints
 clear nail polish
 brush
 single-edged razor blade
 glue
 pencil
 tape measure
 newspapers

Directions:

1. Spread newspaper on working area.
2. Draw a line 1/4" from the bottom, around one of the corks.
3. With an Xacto knife (**Get adult help**), cut off about 1/8" of the cork from the line to the bottom of the cork.
4. This part of the cork, which is thinner than the rest, will be the neck of the knight.
5. Glue corks together with the neck part of cork attached to the untouched cork.
6. Paint the bottom cork all one color. Leave the neck of the knight unpainted. Paint the top of the cork with face as shown.
7. The top 1/3rd should be all one color for a hat, the rest all black except for the place where the knight's face will be.
8. Paint in the facial features.
9. When the paint is dry, cover the knight with clear nail polish.

Draw a Dragon*Heart of America Council***MAKE YOUR OWN PAPER:***Sam Houston Area Council*

- Find just about any kind of use paper. Newspaper, computer print-outs. Don't use magazine-type of glossy paper. Tear up this paper into small strips.
- Put paper strips into a blender (half-full). Fill the rest of the way with warm water and chop it up into a slurry.
- Fill a large bowl with three blender loads of paper slurry, and add a tablespoon of liquid starch. Mix well.
- Lay a screen, stretched on a frame, into a large cookie sheet with raised sides. Pour the paper slurry over the screen and move the screen back and forth to get an even coating of paper pulp.
- If it looks evenly distributed, and is the right thickness (it can range from very thin to extremely thick), then raise the screen above of the slurry and let it drip until most of the water has drained from the paper.
- Lay a piece of flannel or felt down on a flat surface and tip the screen over onto it, so that the paper is touching the fabric.
- With a sponge, push down gently all over the screen to remove excess water.
- Then carefully lift the screen off of the new sheet of paper and let the paper dry fully.

DRAGON*Grand Canyon Council*

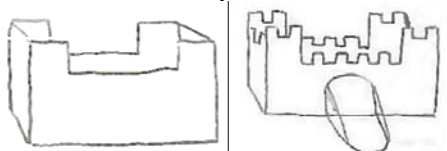
Make your dragon as short or as long as you wish. You can add jewels or sequins to dress it up.

What You Need:

Paper egg carton	Scissors
Hole punch	Yellow craft paint
Black craft paint	7mm Wiggle eyes
1/4" White pom-poms	Red felt scrap
Tacky glue	2 Jingle bells(1/2")
Ribbon (1/4" wide)	Craft paint and brushes or crayons

Directions:

- ✓ Cut the cups apart on the egg carton.
- ✓ Even out the edges so the cup will sit evenly upside down on the table.
- ✓ Paint the inside of one cup black for the inside of the mouth.
- ✓ Paint the outside yellow.
- ✓ Using as few or as many cups as you wish, paint the outside of the cups yellow. Let dry.
- ✓ Using the daubers, let the children paint different color dots on the yellow cups. Let dry.
- ✓ Hole punch 2 holes in each cup directly across from each other.
- ✓ Lace the ribbon through the holes to tie the dragon together.
- ✓ Tie a jingle bell on each end of the ribbon.
- ✓ Glue the head on the dragon.
- ✓ Note: You may need to "prop" the head up while it dries.
- ✓ Cut a red tongue out of felt and glue inside of mouth.
- ✓ Glue 2 pom-poms on top of the head
- ✓ Then glue 2 wiggle eyes attaching them to the pom-poms. Let dry.
- ✓ If you like, you can add a "leash" through the hole of the dragon to walk it around.

CARDBOARD BOX CASTLE*Grand Canyon Council*

Turn a plain cardboard box into an enchanted castle.

What You Need:

A box - any size will do
Heavy duty scissors and / or a craft knife
string, crayons, paint, and/or markers

Directions:

- ✓ Find a box and cut off the top flaps. Any type of box will do: a large cardboard box makes a large castle, a shoebox makes a fine, small castle.
- ✓ Cut out a wide rectangle along the front, sides, and the back to form towers (turrets) at the corners.

- ✓ Cut out rectangular crenellations along the entire top (the battlement) of the castle.
 - ✓ Draw a drawbridge at the front of the castle.
 - ✓ Using the point of scissors, poke 2 small holes in the sides of the drawbridge and on both sides of the wall next to it.
 - ✓ Cut out the drawbridge.
 - ✓ Attach a string to each side of the drawbridge and the adjoining wall.
 - ✓ Decorate the castle with paint, markers, crayons, or decoupage (paste pictures from magazines or clipart).
- If you want round turrets in the corners – gather up some TP or wrapping paper rolls*

QUILL PEN FOR THE KING'S SCRIBE:*Sam Houston Area Council*

For thousands of years, right up until just over 100 years ago, the only pens in the world were made from the feathers of birds.

Materials: turkey feathers, sharp knife

- At the sharp tip of a large feather, carve off the point of the quill at a sharp angle.
- At the longest point of the quill now showing, cut a slit in the quill about a 1/4".
- Finish the tip of the pen by carving away the two sides of the quill that will make the tip have a pointed end (without getting too near the slit that you carved).
- Dip the tip in an ink well (or small bottle of ink), dab excess onto a paper towel and then write on paper.

MAKE YOUR OWN PERMANENT INK:*Sam Houston Area Council*

Why buy ink for your quill pen, when you can make your own?

Berry Ink: Mash a 1/2 cup of fresh berries and pour through a strainer to yield just juice. Add 1/2 teaspoon of vinegar and 1/2 teaspoon of salt and mix well. Pour into baby food jars for use as ink wells.

Walnut Ink: Put the shells from a dozen black walnuts into a plastic freezer bag. Hammer the shells lightly until they are in very small pieces. Put all of the shell pieces and fragments into a sauce pan and barely cover them with water. Simmer for 1/2 hour and then let the pan sit and soak overnight. Strain the liquid. Add 1/2 teaspoon of vinegar to keep the color strong. Pour into baby food jars as ink wells.

Invisible Ink: Pure lemon juice makes excellent invisible ink. Write your message on a piece of paper with your quill pen, and let it dry. It will disappear like magic. To see the message, heat the paper up (carefully).

Now, try some calligraphy...

AUDIENCE PARTICIPATIONS

The Fair Maiden's Plight

Heart of America Council

Divide the audience into 4 groups and have them make the appropriate responses to the following words:

KNIGHTS – “Clankety-clank!”
MAIDEN – “Help, help!”
MEAN KING – “G-r-r-r-r!”
DRAGON – “Roar-r-r-r-r!”

Back in the day of bold **KNIGHTS** and fair **MAIDENS**, there lived a **MEAN KING** with his daughter who was indeed the most beautiful **MAIDEN** in all the land. All those who passed by their castle would see this fair **MAIDEN** sitting by the hour in the window longing to be set free.

It was told about the land that this fair **MAIDEN** had a curse put upon her by the wicked witch that if a **DRAGON** which lived in the woods close by were to look upon her, she would suddenly become the most ugly **MAIDEN** that lived so that was why the **MEAN KING** kept her locked within the castle.

Of course, after hearing this all, the brave **KNIGHTS** for miles around came to that part of the land hoping to kill the terrible **DRAGON**, and thus save the far **MAIDEN** from a terrible fate.

Night and day the brave young **KNIGHTS** searched for that terrible **DRAGON**. Each hoping to be the one to save the fair **MAIDEN** and take away from the castle of the **MEAN KING**.

However, one day there came a gallant **KNIGHT** who was much wiser than all the rest. He decided that since the **DRAGON** was nowhere to be found that maybe there was another reason why the **MAIDEN** didn't come out.

So he rode his horse as swiftly as he could and charged at full speed right through the door of the castle sending debris and rubble flying in all directions.

It seems the **MAIDEN** couldn't find the door because the castle was such a mess and that's why she hadn't come out.

The brave young **KNIGHT** bounded up the stairs and carried his fair **MAIDEN** down and put her on his horse and rode away from the castle of the **MEAN KING** and left the other **KNIGHTS** in the land still searching for the terrible **DRAGON** while he saved the damsel in distress.... right out of her terrible mess!

The Turkey

Heart of America Council

Divide the audience into 4 groups and have them make the appropriate responses to the following words:

FATHER: Stand up and say “When I was your age, son.”
CAR: Stand up and say “Chuga, chuga, chuga.”
FARMER: Stand up, put hands on suspenders and say “Where's my horse?”
TURKEY: Stand up and say “Gobble, gobble, gobble.”

Once upon a time, just before Thanksgiving, a **FATHER**, a mother and a Cub Scout climbed into the family **CAR** and

drove into the country. They were looking for a **FARMER** with a **TURKEY**. They all got out of the **CAR** and the **FATHER** purchased the **TURKEY** from the **FARMER**. “Now, if you will remove the **TURKEY**'s head, we will get into the **CAR** and drive home,” said the **FATHER** to the **FARMER**.

As the **FATHER**, the mother and the Cub Scout were riding home in the **CAR**, an amazing thing happened! The **TURKEY**, although its head had been removed by the **FARMER**, began to speak! “Please don't eat me for Thanksgiving,” the **TURKEY** pleaded. “I will make a fine pet for you,” he told the Cub Scout. The **FATHER**, the mother and the Cub Scout talked about this astounding request as they rode in the **CAR**.

And so it happened that the **TURKEY** joined the **FATHER**, the mother and the Cub Scout in their Thanksgiving dinner of hamburgers and French fries.

The **TURKEY** became a very good pet, did not chase **CARS**, cats or fire hydrants. The **FATHER** enrolled the **TURKEY** in college, as everyone knows, with a good education, it's much easier to get a head.

Thanksgiving Dinner on Grandpa's Farm

Heart of America Council

Divide the audience into 3 groups and have them make the appropriate responses to the following words:

MRS. DAVIS: All Women say,
 “My goodness, no Thank you.”
MR. DAVIS: All men rub stomachs and say,
 “No thanks, I'm stuffed.”
DANNY: All children say, “Yes ma'am, please.”

The Davis family had gone to the country to have Thanksgiving dinner at Grandpa's farm. This had become a family tradition which everyone looked forward to. Grandma and Grandpa had a large garden where they raised all sorts of vegetables. They also raised cows, pigs, sheep, chickens and turkeys. When Thanksgiving time came, they picked the fattest turkey to be roasted.

On Thanksgiving Day, the Davis' sat down at the table with Grandma and Grandpa. The table was covered with all kinds of good food – a big brown roasted turkey with dressing right in the middle, cranberry sauce, mashed potatoes and gravy, sweet potatoes, green beans, corn, hot biscuits with honey and in the kitchen were two kinds of pie.

After thanking God for their blessings, everyone filled their plates and began to eat. Grandma said, “Would you like more turkey, **DANNY**?” He had a big appetite for a nine year old boy. Grandpa offered to pass the corn to **MRS. DAVIS**...there was still lots of food on the table, but everyone was getting full. That is almost everyone. “Would you like more potatoes and gravy, **DANNY**? I don't see how that boy can eat so much,” said his mother. “It's a wonder that he doesn't get fat,” said his grandma. “He runs around so much, he needs all that food for energy,” said his father. Finally it was time for dessert. Grandma brought the two kinds of pie in from the kitchen and cut them into wedges. She gave a big piece of pumpkin pie to **MR. DAVIS**. She gave a small piece to **MRS. DAVIS**. She gave a piece of each kind to **DANNY**...who ate them both very quickly.

When the Davis family got ready to go back home to the city, Grandma said, "We have a lot of pie left over. Why don't you take some home?" she said to **MRS. DAVIS**. But when Grandma said, "Would you like to take home some pie, **DANNY**?" he wrapped several pieces and put them in the car.

That night at home, his mother said, "Do you want a piece of pie before you go to bed, **DANNY**?" He ate a large piece of pumpkin pie, then went to bed. During the night his mother heard moaning and groaning coming from his room. She went in to see what was the matter. At first she thought he might be having nightmares, but then he awakened and rubbed his stomach. "I'll bet you ate too much today," she said. "Would you like some Alka Seltzer, **DANNY**?"

ADVANCEMENT CEREMONIES

Cub Scout Induction Ceremony

(Welcome to the Pack)

Richard, Cubmaster

Pack 15, Pittsburg, CA.

Comments: Recently, our pack adapted a Bobcat ceremony to welcome new Cub Scouts to our pack. This is a great way to make the boys and their families feel welcome and part of the pack family. The ceremony also involves the den leaders which helps both the leaders and the boy identify who they will be working with. You can use this ceremony individually for each boy (repeating each time for each boy) or in a large group.

CM: Tonight it is our pleasure to welcome all of you to the fellowship of Cub Scout Pack _____. As I call your name, please come forward with your parents.

CA: In following the traditions of the Native Americans, we will mark the boys with the symbol of Baloo, the great bear. The den leaders will create the bear's paw on the boy's forehead.

CM: The blue is from the sky. The blue base of the paw print on your forehead is the spirit of the bobcat, and to remind you to do your best on the Cub Scout Trail.

CA: The yellow is from the sun. The yellow (one of the toes). The sun will help you see the light of the Cub Scout Trail, and symbolize the bright spirit of Cub Scouting.

CM: The white (one of the toes). Signifies purity and to help you know right from wrong as you go along the Cub Scout Trail.

CA: The red (one of the toes). Is the sign of courage and a reminder to always speak the truth.

CM: Finally, the green (one of the toes). Symbolizes the spirit of nature to guide the Cub Scout in living in harmony with the great outdoors.

CA: Welcome _____ (scouts name) to Pack _____. It is our wish that your adventure in Cub Scouting be fun and educational. Your den leaders, the pack committee and your family will be there to

guide and work with you as you follow the Cub Scout trail to the Arrow of Light.

CM I will now present your Bobcat Badges to your parents to present to you (Then do usual pack rituals for awards)

CA Lead a cheer for all the new Bobcats

Order of the Pack

Jim Jones, Great Salt Lake Council

Materials: "Royal Cape," Crown, Toy Sword, Armor

CM: Today we are here to honor the noble Knights of our Kingdom. We have assembled in front of us the Royal Orders of our Kingdom. Call forth those knights to be given the full Order of the Tiger."

ACM Names the boys receiving the Tiger Cub Badge, "Please come forward to an audience with the King with your mentors, (*parents*)." Boys to receive the Tiger Cub Badge are brought forward in front of the King, (*Cubmaster*) with their parents behind them.

CM: These knights are just beginning their training. Many great quests await them. [Taps each boy on the shoulders with the sword and says,] "I award thee the full Order of the Tiger." "Rise young Tiger Cub and greet thy mentors." [Boy pins Mother's pin on Mother. Boys and parents return to their seats.]

CM: Call forth those knights to receive the full Order of the Wolf."

ACM: Names the boys receiving the Wolf Badge, "Please come forward to an audience with the King with your mentors, (*parents*)." Boys to receive the Wolf Badge are brought forward in front of the King, (*Cubmaster*) with their parents behind them.

CM: These young knights are near the beginning of their training and have only completed a few quests for their king." [Taps each boy on the shoulders with the sword and says,] "I award thee the full Order of the Wolf." "Rise young Wolf and greet thy mentors." [Boy pins Mother's pin on Mother. Boys and parents return to their seats.]

CM: Call forth those knights to receive the full Order of the Bear."

ACM: Names the boys receiving the Bear Badge, "Please come forward to an audience with the King with your mentors, (*parents*)." Boys to receive the Bear Badge are brought forward in front of the King, (*Cubmaster*) with their parents behind them.

CM: These knights have great experience and have completed many quest for their king." [Taps each boy on the shoulders with the sword and says,] "I award thee the full Order of the Bear." "Rise young Bear and greet thy mentors." [Boy pins Mother's pin on Mother. Boys and parents return to their seats.]

CM: Call forth those knights to receive the full Order of the Webelos."

ACM: Names the boys receiving the Bear Badge, "Please come forward to an audience with the King with your mentors, (*parents*)." [Boys to receive the Webelos

Badge are brought forward in front of the King, (Cubmaster) with their parents behind them.]

CM: These are our most experience knights; they have been on many difficult quests and done great service to their king.' [Taps each boy on the shoulders with the sword and says,] "I award thee the full Order of the Webelos. Rise Sir Knight, and greet thy mentors." [Boy pins Mother's pin on Mother. Boys and parents return to their seats.]

CM: Call forth those knights to receive the full Order of the Kingdom."

ACM: Names the boys receiving the Arrow of Light, "Please come forward to an audience with the King with your mentors, (*parents*)." [Boys to receive the Arrow of Light are brought forward in front of the King, (Cubmaster) with their parents behind them.]

CM: These are our most noble knights. They have completed every quest asked of them by their king. Tonight we are here to honor them with the highest order and honor of our kingdom."

[*Conduct Arrow of Light Ceremony.*]

Knights Rank

Heart of America Council

Equipment:

- ✓ Awards pinned to paper gloves made of silver paper or foil like a Knight's gauntlet(glove),
- ✓ Cardboard Crown and sword for "King" (Cubmaster)

Cubmaster says all words

I call forth the following Knights(read names of boys receiving awards) and their faithful squires, their parents.(Parents and Cubs come forward)

Squires, as faithful companions to your Knight, you have given him guidance and assistance along his journey. Therefore I present to you the gauntlet for which your Knight has bravely worked. *Read names and awards so all may hear as you present them to the parents*

Knights, after your squire has pinned on your award, kneel before me that I may acknowledge you for your courage in meeting the challenge of completing your next rank.

(Each Knight kneels on one knee. Cubmaster touches him on right shoulder, left shoulder, and head with sword)

I knight you Sir Tiger Cub, Wolf, Bobcat, Bear, or Webelos (name).

Knighthood Knights

Heart of America Council

Ladies and Gentleman, you are about to see a Parade of Knights like you have never seen before. The knights that I speak of are from royalty in the Boy Scouts of America.

(BOBCAT) For our first group of Knights, I would like(names) to don their armor and parade around the room one time and come forward for their ceremony to Knighthood. Will the parents of these new Knights please come forward and help present the awards.(Present awards.)

(TIGER CUBS) The second group of Knights I would like to introduce are(names). Please don your armor and parade about the room one time and come up here for the ceremony

of Knighthood bringing your adult partners with you. (Present awards.)

(WOLVES) For our next group of knights, I would like(names) to parade around the room and come then come forward for their ceremony. Will the parents of these Knights please come forward and help me with their Knighthood.(Present awards.)

(BEARS) To prepare for Knighthood, each stage of the royal roundtable consists of achievements and electives that are slightly harder to accomplish than the previous. Now I would like to Knight (names) for their endeavors. Please parade around the room and return to the front for your Knighting. Will the parents of these Knights please come forward and help me.(Present awards.)

(WEBELOS) There are no Knights more important than another, since it has taken different levels to reach their Knighthood goals. But, some have been around longer than others and have come to the time when they have reached their last stage as a Knight. I would like these Knights(names) and will the parents please come forward to assist me with these honors.(Present awards.)

I wish to thank everyone who has been Knighted this evening and their parents for helping them

achieve this rank. Will all the Knights please come forward for their final appearance?(After the boys come forward, have them parade around the room in single file one more time.)

New Knights

Heart of America Council

Cubmaster: Tonight, at our roundtable, we will welcome new knights and recognize those earning special honors. Will the following candidates for the Order of the Tiger Cub please come forward(boys come forward with their parents as their name is called)? Candidates will kneel on their left knee. As knights of this group, you and your family were expected to Search, Discover and Share. You have explored the world around you. You will be expected to continue exploring and sharing your world. I dub each of thee Sir Tiger Cub. I will present your tiger Award to your parent to present to you. **(CHEER)**

Will the following candidates for the Order of the Bobcat please come forward (boys come forward with parents as their name is called)? Candidates will kneel on their left knee. As knights of this group, you and your family are expected to help us in all our activities. Our roundtable can be no stronger than its weakest member. You will be expected to follow your leader and give goodwill. Repeat after me: I, (name), promise to do my best (touch blade of sword to each candidate's shoulder). I dub each of thee Sir Bobcat. Welcome new knights! I will now present your Bobcat awards to your parents to present to you. As you leave this great hall of the roundtable, may you carry with you the spirit of true knighthood. **(CHEER)**

The following knights have performed their tasks so well that they have earned recognition in the Order of the Wolf. Will they come forward(candidates come forward with their parents as their names and arrow points are read)? You will kneel on your left knee. As a Wolf candidate, you have gone

one step further. You have done your "duty to God and your country". I dub each of thee Sir Wolf. I will now present your Wolf awards to your parents to present to you.

Congratulations to you and may you earn many more recognitions of tasks well done. **(CHEER)**

Will the following candidates for the Order of the Bear please come forward (read names and arrow points. Cubs and parents come forward). Candidates will kneel on their left knee. To earn the Order of the Bear, this knight has fulfilled his promise to do his best, he has done his duty to God and country, and lastly he has helped other people. I dub each of thee Sir Bear. I will now present your Bear awards to your parents to present to you. Congratulations, Sir Bear. Go forth and go good. **(CHEER)**

Next, we will honor our Order of the Webelos. Will the Webelos candidates please come forward with their parents? Candidates will kneel on the left knee. This candidate has fulfilled the obligations in the Cub Scout code of conduct. He has done his best as well as his duty to God and country. All the while he has continued to help others, and he has obeyed the Law of the Pack. I dub each of thee Sir Webelos. I will now present your Webelos awards to your parents to present to you. Congratulations, Sir Webelos. Continue in the task of living up to your code of conduct.

The following knight candidates are to receive the highest award in Cub Scouting, the Arrow of Light. Candidates will kneel on the left knee. I dub each of thee Sir Arrow of Light. I will now present your Arrow of light awards to your parents to present to you. Arise, Sir Arrow of Light, and light the four candles on this roundtable. (As the cub lights the candles, the Cubmaster proceeds)

These four candles are the code of honor that our Arrow of Light knight has followed:

(Lights candle) The Cub Scout follows Akela.

(Lights candle) The Cub Scout helps the pack go.

(Lights candle) The pack helps the Cub Scout grow.

(Lights candle) The Cub Scout gives goodwill.

As a knight of the roundtable and a Cub Scout in our pack, you have performed your tasks honorably. Congratulations. Continue on your quest to do well. **(CHEER)**

KNIGHTS AND HEROES ADVANCEMENT

Grand Canyon Council

Props: Make award cards cut out of card stock or poster board in the shape of trophies or medals (see craft section) for each boy. Write each boy's name on an award and attach his awards.

During the ceremony, talk about how the boys have helped other people during the month. How their helpfulness has touched the lives of many people and to those people they are Knights in shining armor. Knights are people who did good deeds to show their honor. Not all knights became famous people, but were heroes to those around them. The same can be true today, you boys can be just like the knights of old and can be heroes. In fact, most heroes are people we know and love, people who influence our lives everyday in every way. As each boy advances along the Trail to the Arrow, he performs acts of service and kindness.

As each boy and his parents come forward, present his award with heartfelt thanks for his heroic deeds that have touched so many people.

HERO ADVANCEMENT

Grand Canyon Council

Props: "Medals of Honor" made from construction paper and attached to loops of crepe streamer to be hung around the Cub Scouts' necks. Label the medals "HERO."

Cubmaster: Often we hear of professional athletes being called "sports heroes." That's a colorful description, but all they are really doing is playing a game to entertain us. Some of these people really are heroes, but that comes from things they do off the playing field to help their communities. A hero is a person who is not afraid to do what he believes is right. He is a person who wants to make things better for other people. He is usually prepared and trained to do the job. And he will do his best even if he is afraid because it is important to him to do what is right. The following boys are heroes to me. They have chosen to work hard and prepare themselves in life by learning Cub Scouting ideals. They are learning to be independent and successful and happen to have a lot of fun along the way. Please join me in congratulating the heroes who have earned their Bobcat rank (call out names of boys and their parents) present rank awards and place medals around the boys' necks. Continue in a similar manner for each additional rank.

ADVANCEMENT IDEAS

Grand Canyon Council

- ✓ Attach awards to a photo of the scout. If the boy did not earn an award that month, attach a card to the photo that tells something good he has done in the last month (check with den leaders and parents for information).
- ✓ When presenting awards, mention the boys' hard work and their willingness to give goodwill--the same characteristics of those heroes.
- ✓ Look around your neighborhood and your resource people within your neighborhood. A fire station, a police station, school, church, recreation center, etc. can all be possibilities. Ask these people if they would attend your pack meeting and take part in your advancement ceremony. A Bobcat may receive his advancement form his school teacher. A fireman could present the Wolf advancements. The Bear rank could be presented by a policeman.

GAMES

MEDIEVAL GAMES AND RECREATION

Grand Canyon Council

Medieval society indulged in a number of games and recreation, when the often harsh daily life permitted a break. Chess was widely popular and often a source of gambling entertainment; both in the traditional format and in a simpler version played with dice. Dice were easy to carry and were played in all ranks of society, even among the clergy. Some games played during the Middle Ages, including bowling, blind man's bluff (also called hood man's blind), and Checkers were a popular pastime, as was backgammon. Children wrestled, swam, fished and played a game that was

a cross between tennis and handball. Medieval knights would incorporate training in recreation, performing gymnastics and running foot races.

At harvest time, villagers would bob for apples and go on hunts in the surrounding forests, if the castle lord permitted.

Jousting Contests

Heart of America Council

Besides these jousting contests be sure to check out the Teeterboard Jousting in the "How To" Book, page 3-40. We are going to do that at my Roundtable this month CD

Hand Push:

Two boys face each other with toes touching and palms together at shoulder height.

Each tries to push the other's hands until he is forced to step out.

Broomstick Twist

Two boys should be about equal in height and weight.

They grasp a broomstick held horizontally with both hands. Each tries to touch the end of the broomstick to the floor on his right.

Pull Over:

Boy braces feet grasps the right hand of his opponent with his own right hand and tries to pull him over a centerline on the ground. Vary by changing hands.

Sack Fight:

Each boy stands in a burlap or similar type of bag.

He must use both hands to keep the bag stretched to its full length.

He tries to upset others by thrusting and pushing with shoulders and hips.

This can be a dual contest or a mass battle where boys are eliminated as they lose their balance and fall.

SIEGE THE CASTLE

Grand Canyon Council

- ✓ Paint large pieces of cardboard, (from a washing machine box and a door box), to look like a castle wall.
- ✓ Use a dark grey base coat and let dry.
- ✓ Use a large sponge dipped in lighter grey to make bricks/stones.
- ✓ Cut out three holes for windows in the wall piece.
- ✓ Use the wall for bean-bag toss.
- ✓ The object was to get your bean bag through one of the holes in the castle wall.

Also good to use to add a little pack pizzazz! Use the castle as a prop for ceremonies and atmosphere throughout the pack meeting

Dragon Tag

Heart of America Council

- Four Scouts link their arms together, forming a chain.
- They are the Dragon and must remain linked at all times, even when running.
- The aim of the game is for the Dragon to run and catch as many Scouts as possible by forming a circle around them.
- A Scout who is captured must link arms with the others forming the Dragon and help to capture the remaining Scouts.
- The game goes on until everyone has been tagged and is part of one long Dragon.

Paper Cutting Race

Heart of America Council

- You need a pair of blunt scissors and a long strip of crepe paper for each player.
- All the strips should be the same length.
- Tie one end of each strip to something like a chair or a stair post.
Or pin the end to a cushion.
- Give each player the other end and the scissors.
- When you say go, the players can start cutting along the middle of the paper.
- The first one to reach the other end of his strip is the winner.

Staff Rattle

Heart of America Council

- Two Cub Scouts hold a broomstick between them.
- One end is painted blue and the other end red.
- On signal, each tries to touch his color to the ground.

Pillow Jousting

Heart of America Council

- This is a mass battle royal!!
- Each contestant holds a broomstick horse in one hand
- He swings his pillow like weapon in the other.
(The weapon may be a stuffed sock.)
- Each Cub wears a paper hat and leaves the game when he loses his hat.

Knights and Dragons

Heart of America Council

- An equal number of knights and dragons are selected.
- The dragons' left wrists are tied to the knight's right wrists.
- Each dragon is equipped with a long green balloon for a tail, tied behind his back.
- Each knight wears a helmet with small visor and carries a rolled paper lance.
- A time limit is set (such as 3 minutes) and
- On signal, each knight tries to break the dragon's tail with his rolled paper lance.
- Each dragon tries to take away the lance from the knight.
- At the end of the time limit, team having most of their props left intact is declared winner.

Crossing the Moat

Heart of America Council

Oh the hardships of being a knight!!

- This time, he must try to cross the moat on the drawbridge.
- For the drawbridge, set a long plank (at least 12" wide) on the floor.
- The knight, in full dress and astride his horse, must try to walk across the drawbridge.
- If he falls off the plank on either side, he is in the 'moat'; mark the distance he has gone.
- The knight who successfully crosses the drawbridge or goes the farthest is the winner.

Chivalry Lives

Heart of America Council

No knightly tournament would be complete without a chivalrous deed!

- For this game the knights will not need their helmets or horses.
- Line the knights up and place a handkerchief on the floor in front of each of them.
- At a given signal, each knight (with his hands behind his back) bends down and picks up the handkerchief with his teeth.
- The knight then gets up and delivers the handkerchief, still in his teeth, to the "Lady" at a designated point.
- First one who reaches the "Lady" wins.

DRAGON'S TAIL

Grand Canyon Council & Heart of America Council

- ✓ There should be at least eight players, but an unlimited number can take part in this game.
- ✓ The players are divided into two equal teams.
- ✓ Each team makes a "dragon" by getting in a line, each player holding the waist of the one in front of him.
- ✓ The player at the end of the line has a handkerchief waving in back from his belt. This is the dragon's tail.
- ✓ The object of the game is for the first player of each dragon to get the other dragon's tail.
- ✓ It takes a lot of running and dodging to protect the handkerchiefs.
- ✓ Play for points, each dragon scoring one point for each time it succeeds in getting the other dragon's tail.
- ✓ Change positions occasionally. Set a time limit if necessary.
- ✓ The boys must not let go of each other.
- ✓ The longer the body of the dragon, the more fun it is to play.

The Knight

Grand Canyon Council Sam Houston Area Council

- ✓ The boys stand in a circle with the "Knight" in the center.
- ✓ Boys call "Knight, Knight, are you ready?"
- ✓ Knight answers "No, I'm putting on my boots" and pantomimes putting on his boots.
- ✓ The others imitate him.
- ✓ Again they ask "Knight, Knight, are you ready" and he replies that he is putting on his armor, helmet, gloves, etc. each time pantomiming putting on the item, while all follow suit.
- ✓ Whenever he wishes, the Knight answers with "Yes, I'm ready, and here I come".
- ✓ The players rush to a goal line and the Knight tries to tag them.
- ✓ If any player is tagged, he becomes the Knight.

In the Moat

Heart of America Council

- Arrange the players in a circle around you just outside a chalk line.
- If you order "in the moat" all are to jump in the circle.

- When you call "on the bank" all should jump back.
- If the order "in the moat" is given when all are in, no one should move.
- Such orders as "on the moat" or "in the bank" should be ignored.
- Anyone making a mistake is out of the game.
- The remaining player wins.

TRADITIONAL GAMES WITH A ROYAL TWIST

Grand Canyon Council

How about some of these??

Use your imagination to think of more!!

Pint the tail on the donkey

Pin the flame on the Dragon

Simon Says...

The Queen/King Says

Mother may I?...

King may I ?

Red Rover...

King Rover

Dragon Races:

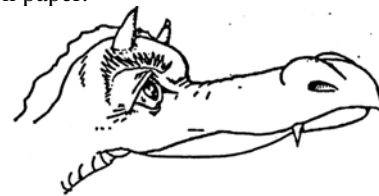
Sam Houston Area Council

The Dragon

Make your dragons out of clothespins.

Use markers to draw the dragon,

Decorate by gluing the dragon picture below, or apply construction paper.



The race -

Next, take a length of string or heavy thread.

Fasten one end to the dragon and the other to a toothpick.

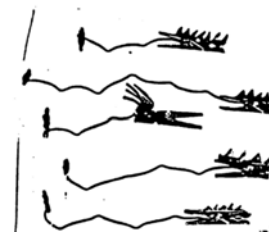
Draw a Start and a Finish on a big sheet of paper.

At the word "Go" each player begins winding the dragon's string around the toothpick.

The first dragon to cross the finish line is the winner.

NO PULLING – you must wind the string.

(It seems to me that you would want the start line on the side of the paper away from the racers and the race the dragons toward themselves as they wind the string. CD)



KEY TO THE CITY

Grand Canyon Council

- ✓ Divide Cub Scouts into two teams.
- ✓ Divide each team into two groups.
- ✓ The two parts of a team face each other across the room or a playing field (allow some distance to run).
- ✓ Have two large keys cut out from cardboard.
- ✓ On signal, the first boys with the key will run to the first boy in the opposite line and hands over the 'Key to the City.'

- ✓ First team to have run all boys with the 'Key to the City' is the winner.
- ✓ Present that team with the 'Key to the City' and an applause.

Corn Toss*Heart of America Council*

- Players attempt to toss ten kernels of corn into small box placed on a table about 4 feet away.
- For a variation take an egg box and assign different values to each of the 12 sections!
- Award points for each successful try.

Pumpkin Pie Toss*Heart of America Council*

- Suspend a hoop from a high spot, use a coat hanger bent to a round shape.
- Players attempt to sail five 9" paper plates through the hoop.
- Award points for each successful try.

Turkey Shoot*Heart of America Council*

- Pin a sheet of cardboard with three or four turkeys drawn on it on a smooth wall.
- Players shoot rubber suction darts at the turkeys.
- Award points for each turkey hit – darts do not need to stick to turkeys.

Turkey Hunt*Heart of America Council*

- Players roll a set of children's alphabet blocks as dice.
- Or make a set of dice with the letters of the alphabet marked on them.
- Then they try to make the letters in to the word "turkey" turn up on the dice.
- Each player gets 3 rolls.

Ring the Turkey*Heart of America Council*

- Cut out the shape of a turkey from cardboard or wood.
- Paint and decorate the turkey cut out.
- Hammer nails on to the turkey at different places.
- This is the target.
- Place it 8 to 10 feet away.
- Each player throws rubber jar rings at the turkey.
- The winner is determined by the number of rings that catch on the target.
- If you wish, you can mark each nail with a point value.

Neckerchief Relay*Sam Houston Area Council*

Boys line up in relay formation. The first Cub Scout in each line holds a neckerchief and a neckerchief slide in his hands. At the other end of the room opposite each line is another boy or parent. At the starting signal, the first boy runs to the boy or parent, places the neckerchief around their neck, puts the slide on, salutes, takes the slide off, removes the neckerchief, and returns to his team. He then gives the neckerchief and slide to the next boy in line who repeats the process. This continues until each boy has had his turn.

C.U.B.S.*Sam Houston Area Council***Equipment:** - 1 beanbag**Formation** - circle

- ✓ The Cubs sit in a circle with the beanbag in the center
- ✓ The leader gives each of them a letter in the order C.U.B.S. all the way round the circle.
- ✓ There must be at least two with each letter
- ✓ The leader calls out one of the letters and all the Cubs with that letter run right round the outside of the circle and back through their places into the center –
- ✓ In the center they try to snatch the beanbag.
- ✓ The Cub who gets the bag is the winner.

Cup Race*Sam Houston Area Council*

- ✓ Thread conical paper cups onto a thin, smooth cord stretched between chairs, or posts.
- ✓ Each team member blows cone to the end of the cord,
- ✓ Then he brings it back;
- ✓ The next boy does the same.
- ✓ First team finished wins.

Feather Relay*Sam Houston Area Council*

- ✓ Each player throws a long feather javelin style, toward the finish line.
- ✓ As soon as it comes to earth, he picks it up and throws it again,
- ✓ This continues until the feather is thrown across the finish line.
- ✓ He then picks it up and runs back to his team to give the feather to the next player.

Variation: each team member makes a paper airplane to use instead of the feather.

Fireman, Save My Child:*Sam Houston Area Council*

Each team has a pile of paper cutout children on a table and a drinking straw for each player. Approximately 15-20 feet away from the start, place a small pail for each team on another table, chair, stool, etc. At the call of "Fireman, save my child", the first player on each team must pick up a child by sucking up the figure against their straw. While holding the figure this way, they run to their respective pail and deposit the figure. The next team member then goes. If they drop the figure en-route, they must stop and pick up their child, again, by sucking it up with the straw.

Flying Mace TOSS & Catch:*Sam Houston Area Council*

You can find most of what you need in your yard. Use two dry pine cones, one piece of twine (or strong string) about 18 inches long, and a short stick about 10 inches long. Tie the twine around the middle of each pine cone, leaving about 6-8 inches between the two cones.

Have kids pair up and using the stick, toss the pair of pinecones back and forth, using only their sticks to catch the string. Levels of difficulty can be increased (distance, etc.) as the players gain more skill. You can also play solo, or if more than two are playing, try tossing in a circle. Try a volleyball type of game, tossing over a barrier. This is a good opportunity to teach the boys to tie a knot, like "two half-hitches," to attach the string to the pinecones.

SONGS

Grand Old Duke of York

Grand Canyon Council

A great action song and very theme appropriate. One of two songs I have heard called "The Cub Scout National Anthem." The other is "Tarzan," (I love bananas, coconuts and grapes). Be sure to have people stand up on up and sit or squat down on down. CD

Oh, the Grand Old Duke of York (hold shield high)
 He had ten thousand men (flash fingers in 'tens')
 He marched them up the hill (march to full height)
 and then he marched them down again (march down again)
 And when they're up, they're up (stand up)
 And when they're down, they're down (squat down)
 But when they're only halfway up (raise up halfway)
 They're neither up nor down (raise up and down quickly)

Variations –

- Have people go up on the word down and down on the word up
- Sing three times, getting faster each time

We Are Knights

Heart of America Council

(Tune: Three Blind Mice)

We are Knights!
 We are Knights!
 We wear our swords!
 We wear our swords!
 We fight and joust and go off to war!
 We save fair damsels and slay dragons galore!
 We're loyal to King Arthur and Camelot's soil,
 Oh, we are Knights!

The Knight's Oath

Heart of America Council

(Tune: The Farmer in the Dell)

A dragon slayer am I,
 I cannot tell a lie.
 For truth and honor and loyalty,
 Are always on my side.

A cause is all I need,
 I'm ready to do a good deed,
 To rescue and save in King Arthur's name,
 For God and country!

PUFF THE MAGIC DRAGON

Grand Canyon Council

Puff, the magic dragon lived by the sea
 And frolicked in the autumn mist in a land called Honah-Lee
 Little Jackie Paper, he loved that rascal Puff
 And he brought him strings and sealing wax and other fancy stuff

Chorus:

Oh Puff, the magic dragon lived by the sea
 And frolicked in the autumn mist in a land called Honah-Lee
 Puff, the magic dragon lived by the sea
 And frolicked in the autumn mist in a land called Honah-Lee
 Together they would travel on a boat with billowed sail
 And Jackie kept a lookout perched on Puff's gigantic tail

Noble kings and princes would bow when e'er they came
 Pirate ships would lower their flags when Puff called out his name

Chorus

A dragon lives forever but not so little girls and little boys
 Painted wings and giants' rings make way for other toys
 One grey night it happened, Jackie Paper came no more
 And Puff that mighty dragon, he ceased his fearless roar

Chorus

His head was bent in sorrow, green scales fell like rain
 Puff no longer went to play along the cherry lane
 Without his life-long friend Puff could not be brave
 So Puff that mighty dragon sadly slipped into his cave

Chorus

Oh, Puff the magic dragon LIVES by the sea (present tense!)
 And frolics in the autumn mist in a land called Honah-Lee
 Oh, Puff the magic dragon LIVES by the sea
 And frolics in the autumn mist in a land called Honah-Lee

Come A-Jousting

Heart of America Council

(Tune: Are You Sleeping)

Come a-jousting, come a-jousting,
 Cub Scouts all, Cub Scouts all,
 Out into the Courtyard.
 Out in to the Courtyard.
 Hear the call, hear the call!
 We're coming, we are coming,
 Knights of Yore, Knights of Yore,
 Out into the battleground, out in to the battleground,
 Men of war, Men of War!

In Days of Old

Heart of America Council

(Tune: Auld Lang Syne)

In Camelot long, long ago,
 When Arthur was the king,
 The Knights of legend
 Held the realm
 With the code of chivalry.
 Each maiden then was safe there
 From the fire-eating dragon,
 And all the knights
 Spent their days
 Around the Roundtable.

Come to the Castle

Heart of America Council

(Tune: Down by the Station)

Come to the castle early in the morning.
 See the lords and ladies all in a row.
 See the prince and princess leaving in the carriage,
 People throw confetti as they go.
 Come to the castle early in the evening,
 See the King and Queen sitting on their thrones.
 See the Knights in armor coming from a battle.
 See the captured dragons rattling their bones.

Knights in Armor*Heart of America Council*

(Tune: Clementine)

We are Knights in shining armor
 With horses that are fast indeed
 Ready to ride the countryside
 On our mighty, fiery steed.

Chorus:

We are the Knights, we are Knights.
 Always read to defend our fight,
 Prepared to always defend our country,
 And for that cause we will fight.

In the tournament we perform,
 In many feats of strength and skill,
 Doing our best to pass each test,
 So fiery dragons we can kill.

Chorus

We strive to honor in what we do.
 And fair maidens we do save,
 For a Knight should always fight,
 To help other be brave.

Chorus**Sir Galahad***Heart of America Council*

(Tune: My Bonnie)

Sir Galahad, he was a strong knight,
 As pure as the snow, that was he,
 He rode upon a white charger,
 With dimples and smiles on her knees.

Chorus:

Bring back, bring back, oh...
 Bring back my charger to me, to me.
 Bring back, bring back, oh...
 Bring back my charger to me, to me!

He rode it each Monday thru Friday,
 On weekends he allowed to rest,
 Each Sunday he traveled to Camelot,
 Upon a gray mule he named "Pet".

Chorus

Sunday morning he rode from his castle.
 Upon his favorite mule,
 He discovered upon arriving,
 His blisters never would cool!

Chorus**Oh, Sir Win-Fred***Heart of America Council*

(Tune: Clementine)

Oh, Sir Winfred, Oh Sir Winfred,
 There are dragons by the score.
 Mount your charger,
 There's none larger,
 Rid this kingdom of these boors.

Chase them hither,
 Run them thither,
 Till their scales fall off in droves
 Run the heat off,

Run the beasts off,
 Be our hero ever more.

KNIGHTS ARE WE*Sam Houston Area Council*

(Tune: Row, Row, Row Your Boat)

Knights, knights, knights are we. Strong and brave and true.
 We're always there, we always care, Akela gold and blue.

Knights, knights, knights are we. We stand up to the test.
 We always try, we never lie, We always do our best.

Knights, knights, knights are we. Scout leaders make us able.
 Scouting's good, grows brotherhood, gathered 'round the table.

DRAGON'S FIRE*Sam Houston Area Council*

(Tune Great Chicago Fire)

(sing three times, in rounds by the dens)

One fearsome dragon had a cold up in his head,
 That fire-breathing scorcher, woke up in his bed
 And when he huffed up and sneezed, he lit a farmer's shed.
 There'll be a hot time in the olde towne for knights.
 WATER! WATER! WATER!

A Special Selection of Cub Scouting Songs*Grand Canyon Council***AKELA'S COUNCIL***Grand Canyon Council*

Tune: Clementine

When Akela holds his council,
 And the campfire's all a-glow,
 We'll form a friendship circle,
 As we sing so sweet and low.

O Akela, brave Akela,
 True and fair Cub Scouts we'll be.
 To our Promise and the Pack Law,
 We will pledge our loyalty.

I'M A CUB SCOUT AFTER ALL*Grand Canyon Council*

tune of, "It's a Small World"

A promise of duty, promise of aid,
 A promise of trying to make the grade,
 And I promise to share,
 And to always be there,

Chorus

I'm a Cub Scout after all!
 I'm a Cub Scout after all,
 I'm a Cub Scout after all,
 I'm a Cub Scout after all,
 I'm a true-blue scout!

To follow Akela and help my Pack,
 Of good will and smiles and welcome back,
 And I promise to go
 Where my Pack helps me grow,

Chorus

A promise of trying to do my best,
 Willing to work hard before I may rest,
 And I promise to give
 of myself as I live,

Chorus

A promise of trying to serve my God,
 Respect for my country where brave men trod,
 And I promise to care,
 Blue and Gold do I wear,

Chorus

I AM PROUD

Grand Canyon Council

Tune: Yankee Doodle Dandy

I am proud to be a Cub Scout
 It makes me want to sing and shout
 I wear a uniform of blue and gold
 It's really a sight to behold
 You would like to be a Cub Scout
 I know without a single doubt
 I do my best to do my duty
 That's what Cub Scouting is about.

SCOUTING'S BARE NECESSITIES

Grand Canyon Council

Tune: "We've got those bare necessities"

We like those bare necessities, those
 SCOUTING bare necessities;
 That keep a Scout's life busy and full of fun.

BE KIND TO YOUR CUB SCOUTING FRIENDS

Grand Canyon Council

Tune: Stars and Stripes Forever

Be kind to your Cub Scouting friends,
 That's a pledge from one Scout to another.
 Be kind to your leaders today,
 'Cause for helping, they don't get pay.

FLY DRAGON, FLY

Grand Canyon Council

Tune - Skip To My Lou

Fly fly dragon fly
 Fly fly dragon fly
 Fly fly dragon fly
 Be kind to your neighbors and friends,
 'Cause by caring you follow Scouting's letter.
 Cub Scouting and friendship are grand
 And as we grow, the world will know,
 We've made things better.

HORSE FLY

Sam Houston Area Council

(Tune: The More We Get Together)

Have boys act out the actions

Did you ever see a horse fly, a horse fly, a horse fly?
 Did you ever see a horse fly, a horse fly, fly, fly?
 Did you ever see a board walk...

Continue with your choices from the following or make up your own ...

neck tie,	moth bawl,	eye lash,
ear drum,	clam bake,	bed spring,
square dance,	hat box,	umbrella stand,
shoe lace,	hair pin,	tooth pick,
eye drop,		log jam, ...

The Pilgrims Came

Heart of America Council

(tune: Yankee Doodle)

The Pilgrims came across the sea
 From England far away'
 And now we think of them
 When it's Thanksgiving Day.
 The Mayflower was their sailing ship,
 Across the waves and foam;
 They landed here on Plymouth Rock,
 And this was their new home.
 The bitter winter was so hard
 That many Pilgrims died;
 By spring they has some growing crops,
 And Indian friends besides.
 When harvest time came they were glad;
 They had learned many things.
 The Indians joined them in their feast,
 The first Thanksgiving.
 Some folks think that they were sad,
 I think that they were gay,
 We thank the Pilgrims every one
 For our Thanksgiving Day.

CUB GRUB

RECIPE FOR A GOOD SELF-CONCEPT

Grand Canyon Council

Ingredients

- 10 oz. Package BELIEF in yourself (marshmallows)
- 1/4 cup of PRIDE (margarine or butter)
- 1 tsp COURAGE to do your best (vanilla)
- 6 cups I CAN (crispy rice cereal)

Directions

- ✓ Watch your PRIDE (margarine) melt in large saucepan over low heat.
- ✓ Add BELIEF in yourself (marshmallows) and stir until completely melted.
- ✓ Mix together with COURAGE to do your best (1 teaspoon vanilla)
- ✓ Sprinkle the top with a little of your relationship with others.
- ✓ Warm with positive thoughts and actions, then cook for many years.
- ✓ Add 6 cups of I CAN (crispy rice cereal)
- ✓ Press mixture into buttered 9" x 13" pan.

Dragon Chili

Heart of America Council

Ingredients:

- 1 pound hamburger
- 1 46-oz. Can V-8 Juice
- 1 30-oz. can chili beans
- 1 onion, diced
- 1 2-oz. Can diced green chilies
- 2 teaspoons chili powder

Directions:

- ✓ Brown hamburger and onion.
- ✓ Drain off the fat.
- ✓ Combine all ingredients in a larger pot and simmer for 45 minutes.

CANDY CASTLE

Grand Canyon Council



Ingredients

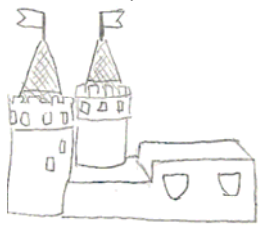
- Cardboard box(es)
- Paper towel tubes
- Duct tape
- Icing
- Assorted candies and cookies
- Sugar and wafer ice-cream cones

Directions

- ✓ To make the castle, arrange boxes and paper towel tubes in a castle shape and taped them together with duct tape.
- ✓ (Candy and frosting are heavy, so they made sure their structure is well secured.)
- ✓ Next, spread Icing on the castle and attached candies and cookies, as if they were decorating a gingerbread house.
- ✓ Make a sugar-wafer or graham cracker drawbridge with shoestring-licorice "ropes,"
- ✓ Use ice-cream-cones for spires and fruit-slices for windows.

CASTLE CAKE

Grand Canyon Council



- ✓ This cake is all edible (except for the knight) but can take more time to make.
- ✓ The castle is a combination of frozen pound cakes (towers), rectangle and square sheet cakes.
- ✓ Cut the square edges off of the pound cakes to make round towers - stand them upright and attach to your cake tray with frosting and cover with frosting.
- ✓ Then stack the square cake on the rectangle cake and place up against the towers.
- ✓ Frost the entire cake.
- ✓ The tops of the towers were made with frosted sugar cones sprinkled with colored sugar.
- ✓ Place the cones on top of the towers and surround with sugar cubes.
- ✓ Add Trident gum for windows, and shields cut with fruit leather and decorator frosting.
- ✓ The tower flags are also made with fruit leather and attached with toothpicks.
- ✓ Add the toy knights last.

Cornbread Castle

Heart of America Council

Ingredients:

- Cornbread mix to fill two 8" square pans or one 13 x 9" rectangular pan
- Honey

Directions:

- ✓ Prepare according to directions.
- ✓ Cool.
- ✓ Use one 8" square or cut out 9" square for base of castle.
- ✓ Spread square base with honey.
- ✓ Cut pieces from the remaining cornbread to make towers and castle walls.
- ✓ Place on castle base.

Banana Shake

Ingredients:

- 2 cups cold milk
- 2 tablespoons honey
- 8 ice cubes — crushed
- 1 banana

Directions:

- ✓ Put everything but ice cubes in the blender.
- ✓ Blend on slow speed.
- ✓ Add crushed ice
- ✓ Blend on low again.
- ✓ Pour into glass. Serves 1

Mini Pizzas

Heart of America Council

Ingredients:

- 1 can biscuits
- 1 can pizza sauce
- 1 package pepperoni slices
- 1 package mozzarella cheese

Directions:

Get an Adult to help you with this recipe.

- ✓ You'll need to set the oven at 450 degrees.
- ✓ Grease a baking sheet, or spray it with Pam.
- ✓ Flatten out each biscuit and place on baking sheet.
- ✓ Spread pizza sauce evenly over each biscuit.
- ✓ Place three pepperoni on each biscuit.
- ✓ Sprinkle cheese over the top of each.
- ✓ Bake in the oven for 8 to 10 minutes.(until the cheese is melted.)

These also work well in Dutch oven cooking for a camp-out.

Serving Ideas: Serve with carrot and celery sticks.

Purple Punch

Ingredients:

- 2 cups cold grape juice
- 2 quarts cold ginger ale
- 1 quart cold orange juice
- 2 oranges — peeled and sliced
- 12 ice cubes

Directions:

- ✓ Put ice cubes in a large bowl.
- ✓ Add the grape juice, orange juice, and ginger ale.
- ✓ Mix well.
- ✓ Float the orange slices in the bowl.

S'mores

Heart of America Council

Ingredients:

- 2 marshmallows
- 2 graham crackers
- 1 chocolate square

Directions:

- ✓ Toast the two marshmallows on a stick over coals.
- ✓ Layer sandwich - graham cracker, marshmallow, chocolate, marshmallow, other cracker.
- ✓ Eat as a sandwich; you'll want s'more!

Variations:

- (1) Make filling out of peanut butter and jam instead of chocolate.
- (2) Use Hershey Hugs in place of Hershey's chocolate. Microwave 2 hugs on a cracker for 15 sec. before putting on the marshmallow and cracker. Microwave another 15 sec. to melt marshmallow.

Hobo Popcorn

Heart of America Council

Directions:

- ✓ In the center of a foil square(*6) place one teaspoon of cooking oil and one tablespoon of popcorn.
- ✓ Bring foil corners together to make a pouch(bundle wrap).
- ✓ Seal the edges, but allow room for the popcorn to expand.
- ✓ Tie pouch to a long stick with a string, and hold the pouch over hot coals.
- ✓ Shake constantly until all corn has popped.
- ✓ Season with butter and salt.
- ✓ Serves 1.

STUNTS AND APPLAUSES

APPLAUSES & CHEERS

Heart of America Council

- ✓ **Sword:** Pretend to draw your sword from its scabbard and swing it in front of you and yell: "Swish, swish, swoosh!"
- ✓ **Bow and Arrow I:** Make a motion as if drawing an arrow from quiver or back, put it in bow, pull string and say "Zing". Do this from start 3 times.
- ✓ **Bow and Arrow II:** Make a motion as if drawing arrow from quiver or back, put it in bow, pull string and say "Zing". Put your hand over your eyes and pretend to look after the arrow. **Yell,** "That's a bull's eye!!"
- ✓ **Turkey Yell:** Say "Gobble, gobble,," then rub stomach saying "Yum, yum".

Sam Houston Area Council

- ✓ **Fireman's Cheer:** (make siren sounds, then roll out the hose) YESSSSSSSSSS!
- ✓ **Horsefly Cheer:** (slap different parts of your arms back and head, trying to get the horsefly)
- ✓ **Three Hails Cheer:** (each time you say hail, thrust your fist from your heart directly toward the person that you are hailing) Hail! Hail! Hail!

Grand Canyon Council

Trumpet: da-da-da-da-da-da-da-CHARGE!

Boy/Cub Scout Yell:

Rip, Rap, Rap! Rip, Rap, Ree!
Loyal Happy Boy/Cub Scouts are We!

Can (Box) of Applause: Cheer and applaud as cover is removed from can (box) and become quiet as lid is replaced.

Handkerchief: Tell the group that they are supposed to applaud as long as the handkerchief you are about to throw in the air, when it hits the floor to stop applauding.

Variation:

- ✓ Catch the handkerchief instead of letting it drop.
- ✓ Vary the applauding by using short throws, long throws, throwing to someone in the audience etc.

Exhausted Yell: How TIRED? (Build up a loud HOW, with a soft TIRED and a stretch.)

Cheese Grater - Act as if you are looking for the cheese grater in the kitchen drawer. Once you find it, start to grate cheese and say: "Great, Great, Great, GREAT, GREAT!! The great should increase in tempo and intensity.

RUN-ONS

Turkey Suspense

- Cub 1:** How do you keep a turkey in suspense?
- Cub 2:** I don't know, how?
- Cub 1:** I'll tell you tomorrow!

Grand Canyon Council

A dejected figure approaches his friend.
Cub # 1: It just doesn't work! It just doesn't work!
Cub # 2: What doesn't work?
Cub # 1: A dead horse!

Man points to sky.
Cub # 1: Is that the sun or the moon up there?
Cub # 2: I dunno, I'm a stranger here too.

JOKES & RIDDLES

Heart of America Council

- Knight 1:** Sir Knight, are you running from an enemy? I thought you did not fear sword, lance or ax!
- Knight 2:** Yea, but that villain doth have a can opener.
- Jester:** Sir Lancelot was out in the woods this morning and slew a dragon and a piecost.
- Voice:** What's a piecost?
- Jester:** About a dollar.
- Jester:** Why was the period between the tenth and fifteenth centuries A.D. called the Dark Ages?
- Voice:** Why?
- Jester:** It was Knight time.
- Jester:** Why do dragons sleep in the daytime?
- Voice:** I don't know, why?
- Jester:** So they can hunt knights.

Sam Houston Area Council

What do you call a sleepy bull? *A bull-dozer.*
How do you stop a bull from charging?
Take away his credit card.

MORE JOKES & RIDDLES*Grand Canyon Council*

Cub # 1: Where do knights go to grab a bite to eat?

Cub # 2: I don't know. Where do knights grab a bite to eat?

Cub # 1: At an all-knight diner!

Cub # 1: Why does every castle have an automatic teller?

Cub # 2: For making knight deposits, I suppose.

Cub # 1: What did King Arthur listen to every evening at six?

Cub # 2: Gee, I don't know. What did King Arthur listen to every evening?

Cub # 1: The knightly news.

Cub # 1: Why did Robin Hood rob only the rich?

Cub # 2: Because the poor had no money?

Cub # 1: What is it called when all the knights trade horses?

Cub # 2: I don't know.

Cub # 1: The knight shift!

STUNTS*Heart of America Council**Cubmaster begins very solemnly*

Everyone in the audience rise.

As the Knights of Old passed many tests to earn their Knighthood,

You must now display your cunning.

Everyone, raise your right hand in the air.

Raise it high. Now lift your left foot.

Close your eyes.

(Pause for affect) Dark isn't it?

SKITS**Knights of the Roundtable***Heart of America Council***Characters:**

King Arthur(in King's costume or Knight costume with crown),

2 Cub Scouts(in uniform),

Knights of the Roundtable(to enter by ascending heights, dressed in knight costumes.) They are to do the action assigned their knight when introduced.

Setting:

Small roundtable

Places on side of stage opposite entrance for Knights to stand behind.

Table should be small enough not to block view.

Knights stand back from it rather than close so costumes are shown off and they are not crowded.

King Arthur and Cub Scouts are on stage.

King Arthur: Welcome, Cub Scouts. We're happy to have you visit our castle. I'd like you to meet some of the Knights of my Roundtable.*(Knights enter one by one as introduced or enter and say their own names.**They then stand in order in a semi-circle around the Roundtable.)***#1 Knight:** I am Sir Growlahad.(Knight looks mean and growls)**#2 Knight:** I am Sir Dancealot.(Taps across the stage.)**#3 Knight:** I am Sir Bones.(Yawns.)**#4 Knight:** I am Sir Bouncealong.(Walks with a bouncy step.)**#5 Knight:** I am Sir Spinaround.(Turns once or twice as crosses stage.)**Cub # 1:** Thank you Sir Arthur.**Cub # 2:** It was a pleasure to meet the Knights.
*(Sir Arthur goes to circle end.)***Cub # 1:** You can sure tell that fall is coming.**Cub # 2:** How's that?**Cub # 1:** The Knights are getting longer.*Note: Be sure Scouts enter from smallest to tallest in height. If there is little difference, the first boys may want to stoop a little or first boy enter on knees. Make up your own names if needed like Sir Singalong or Sir Sneezit. The boys will have fun making up their own names with an action or motion.***The Medicrin***Baltimore Area Council***Cast:** Narrator, Hero, Medicrin, Loon, and Assorted Villagers*The narrator reads the story slowly and dramatically.**The characters should act out the parts, no props are needed.**The humor in the punch line comes in the end.*

There once was a medieval village named Trinsic. This village was being terrorized by a vile monster, the Medicrin. Each night, the Medicrin would stalk down from the hills, and devour one of the villagers.

The terrified villagers called a meeting, and decided to pool their money together to hire the great hero Erik.

Erik came and listened to the complaints of the villagers. He consulted his Great Hero's book of Vile Monsters, and learned that Medicrins love to eat Loons.

So Erik hunted high and low to find a loon. He found one, captured it, tied it up, and brought it back to the village. He then had the villagers dig a deep pit.

That night, the Medicrin came...

It smelled the loon...

But it also smelled DANGER, and it ran off, devouring one of the villagers on the way out.

After calming the villagers, the next day, Erik again consulted his Great Hero's Book of Vile Monsters, and learned that Medicrins also love sugar.

So Erik gathered up all the sugar in the village, and threw it into the pit. The loon, not having eaten in days, devoured all of the sugar in a single gulp. Erik was struck with panic, and ran to and fro trying to figure out what to do next, but night had fallen, and the Medicrin would be there soon, so Erik crossed his fingers, and hoped for the best.

That night, the Medicrin came...

It smelled the loon...

It smelled danger...

But it also smelled sugar, and the Medicrin dove into the pit, and devoured the loon.

The villagers swarmed over the Medicrin, and slew it.

The moral of the story:

A loon full of sugar helps the Medicrin go down.

Drag-on Around

*Grand Canyon Council
Heart of America Council*

Characters - Dragon (with head boy and as many body pieces as you need for the correct number of boys in the den, finishing with a tail piece), Knight Sir Cub Scout

Scenery - cardboard bushes, house fronts

Props - sword, flames, feather, marshmallow, red sock

Setting -:

Dragon comes on stage.

Head boy sticks red-socked hand out mouth occasionally as if fire is shooting out.

Dragon sneezes.

Head boy tapes paper flames to backdrop scenery as if it is being set on fire.

All boys making up dragon sneeze together.

Dragon: Oh, woe is me. (Sniffle) Everybody hates me. Nobody likes me. (Sneeze) I'm so miserable. I just keep sneezing and I can't help it. (Sneeze) I just can't figure out what is wrong with me.

Sir C.S.: (enters, pulls out sword and waves it at dragon) All right, dragon, if you have any last words, say them now. You have caused enough havoc.

Dragon: (sounding miserable) Oh, who are you? (Sneeze) Why are you bothering me? Can't you see I have enough problems? I can't eat. (Sneeze) I can't sleep. I'm so tired.

Sir C.S.: I am Knight Sir Cub Scout and I have been sent from the Roundtable to take care of you. You have ruined the countryside. You're not the only one who can't eat or sleep. Neither can anyone else, with you setting everything on fire.

Dragon: Well, take care of me, then. Find out what's the matter with me. I really mean no harm. I just keep sneezing and when I sneeze, I breathe fire. I don't intend to do it.

Sir C.S.: I meant, I'm supposed to kill you. But I suppose it would not hurt if I could take care of your problem some other way. Let's see now. (He looks over the dragon) Why, here's the problem.

(He pulls a feather out of the dragon's mouth)

Now, take a deep breath. (Dragon breathes deeply) How do you feel now?

Dragon: Oh, Sir Cub Scout, I feel so much better. I promise to be good. Perhaps you could find a job for me. I would like to help people.

Sir C.S.: I do have an idea. (He puts the marshmallow on his sword, and holds it out as if to cook it over the dragon's flame.)

Or -

Sir Cub: I have an idea.

(Pulls out a hotdog and puts it on a stick and holds it in from of the dragon)

Now blow on this, you can be the king's personal cook. His favorite food is charcoal broiled hotdogs.

The Dragon and The Maiden

Heart of America Council

Props: Cardboard swords, a dragon costume.

Scene: The dragon is on the side of the stage with the maiden and the knights are on the other side.

Maiden: The knights will be coming soon to say you and rescue me.

Dragon: I'll never let the have you. You belong to me.

Knight 1: I'm the strongest knight. I will slay the dragon and win the maiden's hand.

(He goes to and battles the dragon, but the dragon wins and the knight gives up and goes off stage.)

Knight 2: I'm the bravest knight in the land. I'll rescue the maiden. (repeat Knight 1's actions.)

Knight 3: I'm the one to conquer the dragon and save the maiden. (Repeat Knight 1's actions.)

(Have each boy in the den fight the dragon and lose.)

Dragon: I'm the victor! My dear!

Maiden: Good, I've always loved you!

(The maiden kisses the dragon and the dragon changes into a shining knight - dragon takes off his costume and walks off stage with the maiden.)

SIR LANCELOT'S MISSION

Grand Canyon Council

Here is the outline of this skit with a pun for a punch line.

Your den will have to develop the actions CD

King Arthur sends Sir Lancelot out on an important mission to deliver a message to the king of Spain. It is a long distance, and Lancelot looks in the Kingdom for a good horse to take him there. His own horse is sick, and all he can find is an old mare, but, since he has to leave quickly, he takes the mare.

About 3 days out of the Kingdom, Lancelot realizes his mistake. The horse gets tired and appears to be going lame. He finally makes it to a small village and gets to the Inn. He goes up to the Innkeeper and explains his problem. That is, he needs a good horse so that he can fulfill his mission to deliver the message for the king.

The Innkeeper replies that this is only a small village, and most of the horses around are not up to the task. He is welcome to look around, however, and if he can find anything, he is certainly welcome to it.

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

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

Lancelot goes back to the Innkeeper, and acknowledges that he cannot find a horse in the village that he can use. He says, however that this dog, Old Mange, might be able to take him most (if not all) of the way to his destination.

The Innkeeper hears this, stiffens up, and says, "Sir. I wouldn't send a Knight out on a dog like that."

Listen At the Wall

Heart of America Council

This is a stunt in which one person goes along a wall just listening, listening.

Others come along and see him.

"What are you hearing?" they say.

"Listen!" he says, dramatically.

So they do. But they don't hear anything.

Several times somebody tells him "I don't hear anything."

"Listen!" he says each time more dramatically.

So they listen some more.

"I don't hear anything," someone says in a disgusted voice.

"You know," says the one that started, with a far-away look in his eyes "it's been that way all day!"

A Boy's Thanksgiving

Heart of America Council

A narrator reads the lines while boys pantomime parts of Mother, Father, and Boy, holding up appropriate signs, props or cutouts.

Thanksgiving comes on Thursday by the President's decree;
But Friday, good old Friday is Thanksgiving Day to me.

There's lots to eat on Thursday, just heaps and piles of stuff;
But mother always worries for fear there's not enough.

So many folks for dinner, she's sure that some will starve,
And whispers to my father, "be careful how you carve."

"And as for you," she warns me, and I've heard it all before,
"No matter what we pass, don't ask for any more."

But Friday, one day after, she doesn't feel that way.

I've heard it all so often, I know she's going to say.

"Whoever would have guessed it, to see those people eat,
That on this turkey's carcass, there'd be left a shred of meat?"

"I thought before they finished, we should have to cook its mate

But there's quite a lot left over, come, Willie, pass your plate!"

Thanksgiving may be on Thursday, by the President's decree,

But Friday, oh boy, Friday is Thanksgiving day to me.

And it isn't only turkey, for there's nuts, and fruit, and pie,

And no one counting noses with a watchful, worried eye.

There's joy in every cabinet, a surprise on every shelf;

And only gentle warnings if I go and help myself.

CLOSING CEREMONIES

No Knights About Today

Heart of America Council

Personnel: 8 Cub Scouts in costume.

In turn each recites one line of the following verse.

Cub #1: If I had been a knight of yore,

Cub #2: I would have opened up the door,

Cub #3: For queens and ladies to pass through.

Cub #4: I would have been trustworthy, true.

Cub #5: I would have ridden giant steeds,

Cub #6: Accomplishing noteworthy deeds!

Cub #7: Today there are no knights about,

Cub #8: And so I have become a Scout.

We The Knights Of The Roundtable

Heart of America Council

Personnel: Cubmaster in Knight's costume, reader, and den of Cub Scouts dressed as knights.

Equipment: Knight's costumes, including shields and wooden or cardboard swords and a scroll.

Arrangement: Cub Scouts form a closed circle around the Cubmaster, holding shields in front of them and facing out.

Cubmaster: We, the Knights of the Roundtable, are bound together in a circle of steel. Let this steel wall remind us to keep from our land and from our daily lives, those things that are not in keeping with our code of honor. Now, Knights of the Roundtable, place your left hand on your sword. May the spirit of honor and freedom go forth from you to all your brothers.

Reader: Reads the Cub Scout Promise written on the scroll while all Cubs join in.

The Knight's Code

Heart of America Council

This code is slightly different from the one in the Opening Ceremony. Either could be used for Opening or Closing. But please don't Open and Close with the same thing. CD
Have one Cub Scout read each part.

Cub #1: Be always ready with your armor on, except when taking your rest at night.

Cub #2: Defend the poor and help them that cannot defend themselves.

Cub #3: Do nothing to hurt or offend anyone else.

Cub #4: Be prepared to fight in the defense of your country.

Cub #5: At whatever you are working, try to win honor and a name for honesty.

Cub #6: Never break your promise.

Cubmaster's Minutes

Knight's Patrol

From Lord Baden Powell's "Scouting for Boys"

Heart of America Council

Baden Powell said –

The Knight's patrol used to stick to him through thick and thin, and all carried out the same idea as their leader ... namely:

Their honor was sacred,

They were loyal to God, their King and their country.

They were particularly courteous and polite to all women, children and other people.

They were helpful to everybody.

They gave money and food where it was needed and saved up their money to do so.

They taught themselves the use of arms in order to protect their religion and their country against enemies.

They keep themselves strong and healthy and active to be able to do these things well.

You Cub Scouts cannot do better than follow the example of the Knights.

Cubmaster Closing*Heart of America Council*

Tonight we have enjoyed recalling the days of old when brave men went forth doing good deeds. They carried their banners high, proud to show whom they were. Tonight we would like one member from each den to come forward. (Either with the den flag or use the den number on the sleeve. Line the boys in a row in front showing the den number.) Now as we look at the symbol, which stands for our group, let us all stand and sing "God Bless America" After song, Cubmaster: Let us now go forth and be proud of our Cub Scout uniform and live up to our Cub Scout Law and Promise.

Honesty*Heart of America Council*

Honesty – Lord Baden-Powell, the founder of Scouting said: "Honesty is a form of honor. An honorable man can be trusted with any amount of money or other valuables with the certainty that he will not steal it."

When you feel inclined to cheat in order to win a game, just say to yourself, "After all, it is only a game. It won't kill me if I do lose." If you keep your head this way you will often find that you win after all. It's great to win, but if you can't win, be a good loser.

Stick To It*Heart of America Council*

Knights, ladies and gentleman, the postage stamp you see on this envelope had the important job of making sure that this piece of mail was delivered to me. The stamp is small, but in spite of its size, it did the job. Each Knight has a job to do in his Den. Like the postage stamp, it isn't his size that determines how well he does the job, but rather how well you stick to it. We aren't all good at all things. Remember the stamp, it did the job in spite of its size by sticking to the envelope. Make you your mind that Knights can do the same thing. **DO YOUR BEST...**and stick to it until the job is done. This is the quality of Cubs in Shining Armor that makes the Boy Scouts of America and parents very proud.

Good Turn*Heart of America Council*

Most of us are happiest when we are doing something for others. Knights feel this way, especially when they do this and are not found out. Chances are that it made you feel pretty good just doing a good turn. When Knights help other regularly, it soon becomes a habit and gets to be a natural thing. Once a Knight establishes this habit, he then learns the real meaning of a good turn. Cubs in Shining Armor will have this habit even when they don't know it.

Cubmaster's Minute for Thanksgiving*Sam Houston Area Council*

As Americans, we have a lot to be thankful for this Thanksgiving. We live in freedom, most of us have an abundance of food and clothing, and we all have adequate shelter. We are as blessed as any people in the world, but sometimes we forget that and gripe that we don't have even more. Let's remember that a lot of the world's population goes to bed hungry in homes that few Americans would want to live in.

So, it's good to remind ourselves occasionally that we are lucky, and thank God for our blessings. That's what Thanksgiving really is, a time to give thanks. The Pilgrims started it more than 350 years ago when they gathered to thank God for a bountiful harvest.

Now, Thanksgiving is a time for family gatherings around a groaning table followed by watching football games. There's nothing wrong with that, but it's important that we don't forget the real meaning of Thanksgiving. So, when you sit down with your family for Thanksgiving dinner, take time to count your blessings and thank God for them.

WEBELOS**CRAFTSMAN
TECHNOLOGY GROUP***Sam Houston Area Council*

The requirements for the Craftsman activity badge include projects in wood, leather, and tin. This activity helps the boys develop confidence in their abilities by encouraging them to use their talents and skills for more advanced handicraft projects, or perhaps to develop a hobby in one of these mediums.

SUGGESTED PATROL ACTIVITIES:

1. List tools needed to complete badge.
2. Make a tool chest or bench hook for sawing.
3. Visit furniture factory, lumber mill or lumberyard.
4. Select projects to work on.
5. Have a birdhouse building contest
6. Invite someone to give a demonstration on the safe use of tools.
7. Discuss finishing methods for wood projects: Sanding, filling holes and scratches, the various types of finishes, such as shellac, stain, lacquer, varnish and enamel.

SUGGESTED PACK ACTIVITIES:

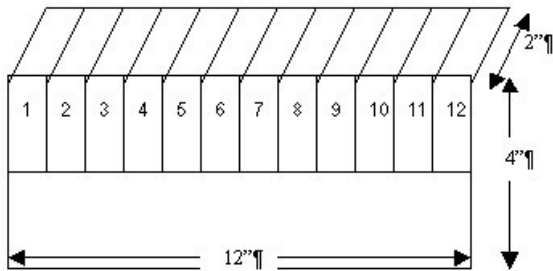
1. Exhibit tools.
2. Show wood, leather, and tin craft projects done by the boys.
3. Demonstrate the proper use of wood tools, leather tools, and metal working tools.

BOARD SAWING CONTEST

Give each boy a small handsaw, pencil, ruler, and a 2"x4" board (any length). On the word go, each boy is to mark and saw his board in half. Note: Judge the contests on skill and speed.

Safety first: Used safety goggles when using tools

BLANK-OUT GAME



Materials:

- Cut a 12" x 4" piece of 1/4" plywood
- Cut twelve 1" x 2" pieces of 1/4" plywood
- Cut twelve 3/4" by 3" strips of thin leather

Assembly Directions

- ✓ Sand the edges very well, so that there are no sharp edges.
- ✓ Mark 1" x 2" rectangles across the top half of the 4"x12" board with a fine-tipped sharpie marker.
- ✓ Use rub-on numbers to put the numbers 1 through 12 into the twelve drawn boxes.
- ✓ Brush-on a light colored lacquer stain over all of the wooden pieces.
- ✓ When dry, place the twelve 1"x 2" pieces over the twelve drawn boxes and
- ✓ Glue the leather strips so that they form hinges and allow the small pieces of wood to all neatly uncover and also cover.

Game Directions

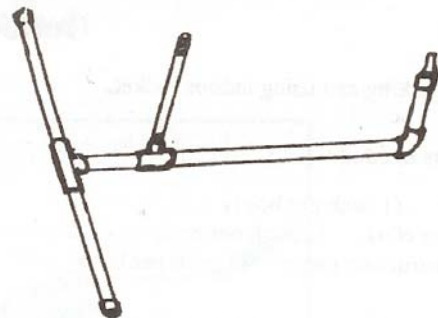
- ✓ The game starts with all of the numbers uncovered,
- ✓ The goal is to cover all of the numbers.
- ✓ On each roll of the dice, your dice tell you what number(s) you can cover up. E.g. a roll of 1 and 3, would allow you to either cover 1 and 3 or just cover 4.
- ✓ If all dice numbers rolled are already covered, you must start all over.

WATER ROCKET LAUNCHER

Materials:

- 3 each - 3/4" PVC Cap
- One - 3/4" PVC Tee joint
- One - 3/4" x 1/2" threaded Tee joint
- 5' of 3/4" PVC schedule 40 pipe
- One - 1/2" x 8" threaded riser pipe
- One - 3/4" 90 degree ell ("L" joint
- 1' electrical tape
- One tire inner tube valve
- PVC pipe cement or epoxy

Important: use protective gloves and goggles when gluing!!!



Assembly Instructions:

With a hack saw, cut the 5' PVC pipe into
Two - 6",
two - 12" and
one - 8" length.

Drill a 1/2" hole in the middle of one 3/4" Cap.
Push the valve stem into this hole and trim the rubber so that it will have a tight seal.
Glue this cap to one 6" pipe, being careful to have the pipe end push the rubber to be tightly sealed against the cap.
Assemble the rest of the launcher as shown, and glue the joints.

Wrap the threaded riser pipe where it joins the threaded Tee, so that there is a tapered, water-tight connection when a 2 liter bottle, with a few cups of water in it, is pushed onto it.

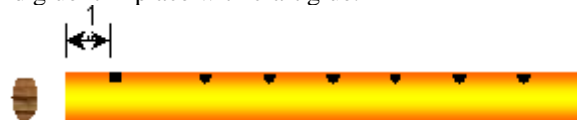
PVC RECORDER

Materials:

- 14" long - 1/2" PVC pipe,
- 1/2" diameter dowel,
- craft glue, hand drill

Assembly Instructions:

A recorder is a flute-like instrument where you blow into the end to create sounds as the air whistles over the holes that you cut.
Cut a 1/2" PVC pipe to just under 14" in length.
Before inserting the plug, the 1" long dowel needs to be shaved off squarely on one side, about 1/16th inch, so that air can pass through when it plugs the end.
Plug one end of the pipe tightly with the inch-long dowel and glue it in place with craft glue.



The shaved side of the plug directs air over the first small hole that makes the whistling sound. Make holes as shown below:

- 3/8" square hole 1" from the mouthpiece end (drill 3/8" and square it with a knife)
- 3/16" round hole 7.5" from the mouthpiece end
- 7/16" round hole 8.5" from the mouthpiece end
- 1/4" round hole 9.5" from the mouthpiece end
- 3/16" round hole 10.5" from the mouthpiece end
- 1/4" round hole 11.5" from the mouthpiece end
- 1/4" round hole 12.75" from the mouthpiece end

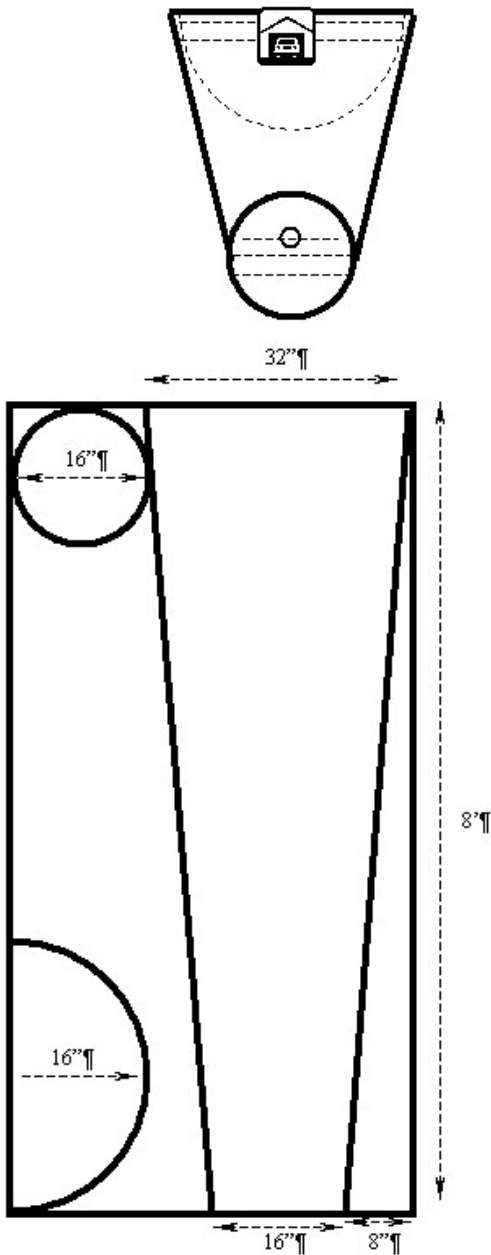
SLIDE WHISTLE

Similar to the recorder shown above, use a 12" long piece of 1" PVC pipe and make a similar plug and first hole. Do not cut the fingering holes. Cut a 10" length of 1/2" PVC pipe and drill a small hole in the end, and attach a small piece of wire. Wrap a few turns of electrician's tape around the end of the slide. Slide that smaller pipe into the open end of the whistle and listen to how the pitch changes when you blow on the whistle and move the slide in and out.

DRIVING YOU CRAZY

Materials:

- One 4' x 8' piece of 1/4" plywood
- One 8' 2x4 pine lumber
- Ten 1.5" wood screws
- Small box of 6 penny nails
- One large ball bearing
- Elmer's Glue



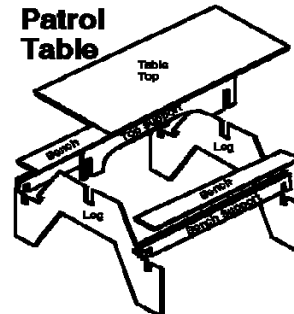
Assembly Instructions:

- Cut the plywood into the shapes shown at bottom right of this page. Drill a hole large enough to put the ball bearing through, two inches above the center of the 16" disk.
- Cut the 2x4 into 28" and 13" lengths.
- Sand and paint the 16" disk to look like a steering wheel.
- Sand and paint the long trapezoid to look like roadways and green scenery.
- Sand and point the 16" radius half circle black.
- Nail through the top of the roadway sheet of plywood into the 2" side of the 13" long 2x4, centered under the short end of the trapezoid and flush with the end of the plywood. Nail through the top of the roadway sheet of plywood into the 2" side of the 28" long 2x4, centered under the long end of the trapezoid and flush with the end of the plywood.
- Center the "steering wheel" to the top surface of the roadway sheet of plywood, and drill tap holes for the screws to go into the 2x4. Affix the steering wheel with four screws.
- Align the top of the rocker half circle to the top surface of the roadway sheet of plywood, and drill tap holes for the screws to go into the 2x4. Affix the rocker with six screws.

Decide on a destination for the ball bearing near the large end and drill a hole or build a "garage" to "drive to" and "park" the ball bearing in. Add obstacles as desired. Pop the ball bearing through the hole in the steering wheel and drive it by turning the steering wheel and lifting or lowering the wheel.

Patrol Table Plans

Note: the materials list shows how to cut all of the pieces out of one 4' x 8' sheet of 5/8" plywood. The plywood should be exterior grade with one smooth sanded surface. All cut edges need to be sanded. The cleats should be fastened with waterproof glue and rust resistant screws. A good penetrating oil finish will further prevent splinters and improve the life of the table. *The layout of the plywood board has been moved to the end of Baloo.*



Materials:

- 4'x8' sheet of 5/8" exterior plywood with one smooth sanded surface.
- Exterior penetrating finish
- 1" Rust resistant screws
- Waterproof glue

Notes:

1. When cutting top support you may use an 8 inch radius for the curved section.
2. Bench Supports have a 2"x5/8" slot for legs centered 2 11/16" from each end.
3. Legs have a 2"x5/8" slot for bench supports centered 2 11/16" from each end.
4. Legs have a 5"x5/8" slot for the top support centered in top.
5. Top support has 7"x5/8" slot for legs centered 2 11/16" from each end.
6. Legs have a 1"x5/8" notches to lock the benches in place.
7. The cleats are positioned to keep benches and top from sliding.
8. Fasten the cleats in place with rust-resistant screws and water-proof glue.
9. Finish with a nontoxic penetrating exterior finish.

Make Your Own Leathercraft Mallet:

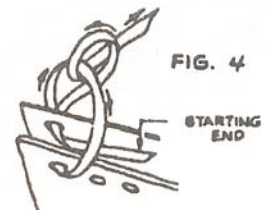
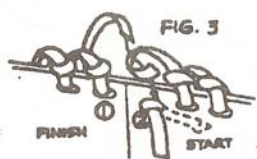
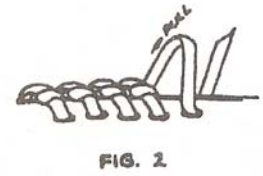
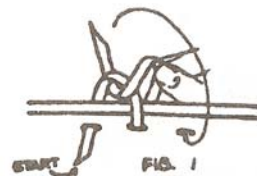
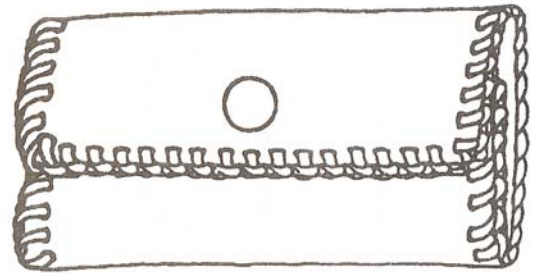
When you are tooling or stamping imprints into leather, you need a wooden mallet to hammer on the metal tools. You could buy a mallet, but what fun is that?

Materials for each mallet:

- 10" long piece of 7/8ths inch diameter dowel (oak is best)
- 2 inch diameter limb, approved to be pruned from someone's yard
- Hand saw
- sharp knife
- Drill with 7/8ths inch bit
- Carpenter's wood glue or Elmer's Glue

Assembly Instructions:

- Cut the 2" diameter limb into 4" to 5" lengths.
- Sand the faces if the cut wasn't straight.
- Hand drill a little over halfway into the exact center of the mallet head.
- With your knife, slightly carve the tip of the dowel, so that it will go more smoothly into the hole. Don't carve off too much; just enough not to "catch".
- Coat the inside of the hole with wood glue.
- Hammer the dowel into the mallet head that you made until it goes all the way in. Do not use a metal hammer directly onto the wood of the dowel. Place a scrap piece of 2x4 over the end of the dowel, put the mallet head on the ground and hammer the dowel in as far as it will go.

Leathercraft Lacing

Many fun leather projects are available, and some of the most useful required lacing together pieces of leather. Billfolds, coin purses, etc. are good examples. Simple lacing is OK, but it looks a lot better if you do a more professional stitch, and these boys are capable. A leather lacing needle makes it easier.

To lace an item that will finish lacing at the same place where you start: Push the lacing through the first hole and pull all but 1" through the hole. Bring the lace over the edge (without a twist) and go into the next hole, leaving a small loop. Go through the loop front to back, then tighten the stitch from the back, removing the loop. Continue lacing in this manner. When you get back to the start, pull the original lacing out of the starter hole and add one more stitch through that hole. Remove the starting lace from the next loop and thread the needle down through this loop. Pull both ends through hole 2 to the inside and cement in place.

SCIENTIST TECHNOLOGY GROUP

Sam Houston Area Council

Scientists do what Webelos Scouts do best – ask questions and find out more about how things work. The Scientist Activity Badge allows Webelos to see a glimpse of the things that confront scientists every day, and ask “why did that happen?” In earning this badge they will be exposed to the notion of experimenting as a way of answering scientific questions. They will learn that they are the next generation of experimenters, and will learn about famous scientist and their experiments. They will learn that the universe is full of magical things waiting patiently for our wits to grow sharper.

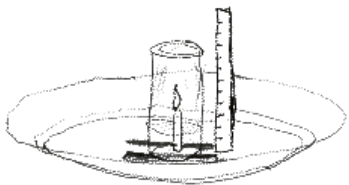
SUGGESTED PATROL ACTIVITIES

1. Invite a weather expert to talk to the patrol or visit a weather station to learn about weather and air pressure.
2. Discuss the various branches of science and how they differ.
3. Make an optical illusion from the Webelos handbook and show how the eyes converge. Visit an eye specialist and learn how the eyes work.
4. Use Magnifying lenses, prisms to see how light moves through glass.
5. Visit an airport and ask an expert to explain flight principles.
6. Have a slow-motion bicycle-riding contest to illustrate balancing skills.
7. Do the Inertia experiments in the Webelos Scouts book.

PASCAL's LAW OXYGEN METER

Materials:

Tall drinking glass	Pie Pan
Plastic wrap	Votive Candle
Two pencils	Masking tape



Assembly Directions

- ✓ Place a votive candle in the middle of a pie pan.
- ✓ Add about $\frac{3}{4}$ inch of water in the pie pan.
- ✓ Put two pencils in the bottom of the pan, one on each side of the candle.
- ✓ Place a strip of masking tape up the side of a tall glass (actually made of glass).
- ✓ You will use this apparatus to test the relative amount of oxygen in the air.
- ✓ After collecting an air sample, cover the opening of the glass with plastic wrap until it is time to measure. A glass with a smaller width works best.
- ✓ To measure the oxygen content, light the candle,
- ✓ Remove the plastic wrap and quickly place the glass upside down over the candle and into the pan, resting the rim upon the pencils.

- ✓ As the candle burns up the oxygen supply, the water level inside the glass will rise, due to the drop in air pressure inside the glass.
- ✓ When the water inside stops rising, mark the masking tape.
- ✓ Take air samples at various places and repeat the experiment to see how the oxygen content differs.
- ✓ Examples of places to take air samples: In a forested area; in your backyard; near the exhaust pipe of a running car; in your bedroom, near a highway.

BERNOULLI's VACUUM

Materials:

3' x 4' piece of 3/8" plywood (very flat)
 One 3/8" x 3" carriage bolt
 Two 3/8" x 1" carriage bolts
 Three 3/8" nuts
 Three 3/8" flat washers
 Three 3/8" split washers
 1 foot length of 1" wide flat braided rope or strap
 One 8' long 2x2 pine board (straight)
 Small box of 6 penny nails

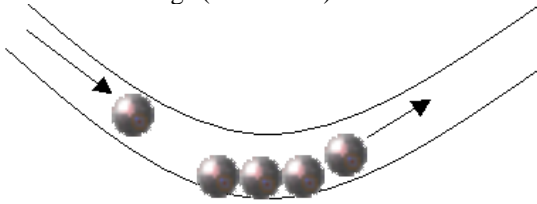
Assembly Directions

- ✓ Cut the 3' x 4' plywood into one 3' x 2' rectangle and one 2' x 2' rectangle.
- ✓ Cut a 20 inch circle in the center of the 3' x 2' piece of plywood, and drill a 3/8" inch hole at the very center of the disk that you cut. Through this hole run a 3 inch long 3/8" carriage bolt. Attach the bolt firmly with a wide flat washer, a split washer and a nut. Sand the disk well.
- ✓ Cut a 16" round hole out of the center of the 2' x 2' piece of plywood. Cut and make a 2' x 2' frame with the 2x2. Center the frame on the 3' x 2' pieces of plywood (6" on each side), and complete the sandwich of the frame with the 2' x 2' piece of plywood. Use two saw horses and clamp the plywood to the saw horse with the 18" hole side up. This frame is for safety.
- ✓ Cut a 10" disk out of the 16" round disk, and sand this 10" disk well. Drill two 3/8" holes, 6" apart on the 10" disk. Counter-sink the holes on one side of the disk with a 1/2" bit, so that the carriage bolt heads will not be higher than the surface of the disk. Poke two holes near the ends of the braided rope, large enough for the 3/8" bolts to pass through (try not to fray the rope). Pass the bolts through the holes and through the braided rope, and secure with flat washers, split washers and nuts. The secured rope should make a handle that your hand can grasp.
- ✓ Chuck the bolt of the 20" disk into a hand drill and have an adult reach under the frame and raise the disk through the 20" hole. Spin up the disk and push it against the 16" round hole (Bernoulli may help a little in keeping it in place). Have a boy wearing goggles and gloves approach the flat spinning surface with the flat side of the 10" disk. They will first notice that the moving air cushion makes it difficult to push the disk all the way to the surface of the spinning plywood. As they try to pull the disk away, they will notice that the Bernoulli effect makes it harder to do.

NEWTON'S CRADLE OF MARBLES

Materials:

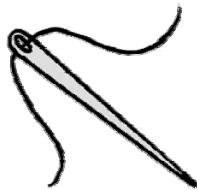
- Two feet of 1" diameter clear plastic tubing
- 7 ball bearings (or marbles)



Directions

- Place 4 marbles in the plastic tube touching each other.
- Have one Scout hold the tube in a U shape.
- Roll one marble in one end and when it hits, one marble from the other end will jump.
- When it calms down, try rolling in two marbles.

MAKE A MAGNET



You can make your own magnet with a needle. Needles are made of steel, and steel has a lot of iron in it.

- ✓ Hold the needle at the end that has the eye, while wearing gloves. Gloves are for safety and so that you don't ground the needle.
- ✓ With a bar magnet, stroke the needle from the eye toward the sharp end.
- ✓ Remove the bar magnet from touching the needle and stroke it again in same manner.
- ✓ Do this over and over again at least thirty times to assure that you have magnetized the needle.
- ✓ If you touch the needle to a metal paperclip now, you should be able to pick it up.
- ✓ Move the south pole of the bar magnet near the needle and see which end of the needle is magnetized as a north pole magnet.

GIVE ME SOME STATIC (ELECTRICITY)

- ✓ Charge a plastic comb with static electricity by rubbing it with wool, nylon or fur to ionize the comb.
- ✓ Dip the comb into some Rice Krispies. They will be attracted to the comb.
- ✓ But watch closely – one by one the bits will shoot off, as if shot from a gun. The same molecules that attracted one another are now opposing each other.
- ✓ Recharge the comb and touch a loose fluorescent bulb. Watch the static electrical field excite and light the bulb where you touch it.

WATER ROCKETS

Materials:

- | | |
|------------------------------|----------------------|
| 2-liter soft drink bottle(s) | Construction paper |
| Fishing line | Ping pong ball |
| Toilet paper roll tube | Clear packaging tape |
| Scissors | Surveyors ribbon |

Science shows us why water rockets work. Newton's Third Law of Motion tells us that at the moment the water rocket leaves the launch pad, the force on the plastic bottle upward is equal to the force that the air pressure pushes against the water to move it out the bottom of the bottle's spout. Since the weight (mass) of the bottle is so much lighter than the weight (mass) of the water, the bottle accelerates upward much faster than the speed of the water shooting out of the spout (if you don't fill the bottle very full of water).

Decorate your 2-liter soft drink bottles.

A nose cone and tail fins can help with aerodynamics.

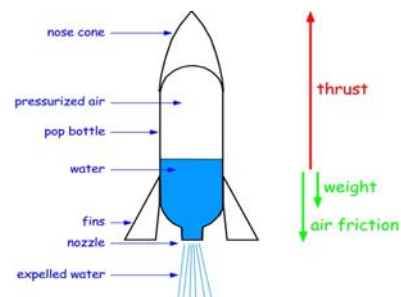
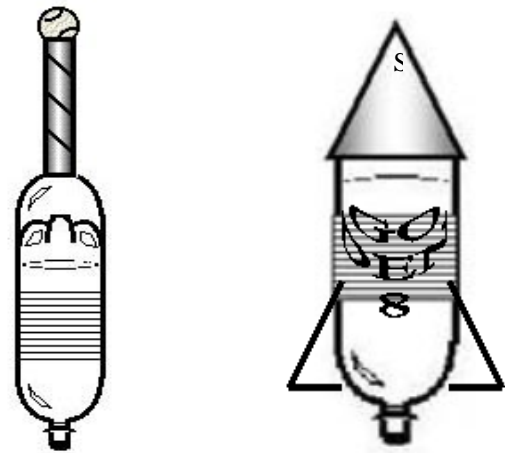
A parachute would help it float in the air.

Awards can be given for highest flight, longest hang time.

Let the boys come up with ideas for how to decorate their rockets.

The plans for a Water Rocket Launcher are in the Craftsman section.

Only pour a few inches of water into the bottles.



CENTRIFUGAL AND CENTRIPETAL FORCES

I bet that you can put a bucket of water over your head UPSIDE DOWN and not get wet.

Take your bucket of water, and begin to swing it back and forth.

When you are moving it fast enough not to slosh, swing it in a circle up over your head and down again.

You won't get wet unless you stop suddenly.

This works because of the centrifugal force that pushes the water away from the center of any circle it is spinning around. The faster you spin, the more centrifugal force it has.

Renowned golf coach, Harvey Penick, had his students practice their golf swings by taking a bucket of driving range

balls and swinging it like they would swing a golf club. If the balls fell out of the bucket, then they were not swinging correctly.

So, what is centripetal force? Centripetal forces are those forces that keep a rotating object from flying off into space.

For an orbiting satellite, its centripetal force is the earth's gravitational pull.

For Mr. Penick's bucket of golf balls, the centripetal force is caused by the bones and muscles in your arm and hands that prevent the bucket from flying through the air and onto the putting green.

ARISTOTLE'S BALANCE

Materials:

Broomstick (without a broom)

One 8' 4x4 piece of lumber

Tennis racquet

To the Greek philosopher Aristotle, happiness is achieved through living life in moderation and in balance. The world is stable when it is in balance, and many of the scientific laws used in this Scientist Activity Badge are based on equal, balanced forces.

For this activity the object that the boys will balance is themselves. Place the 4x4 piece of lumber on the floor, with plenty of space around it. First, line up the boys at one end and see if they can walk across the board without falling off. Next, have them walk across carrying a broomstick for help with balance.

Follow this by having them do these two things blindfolded with their neckerchiefs.

Finally, have them cross the board backwards and blindfolded.

Have them see if holding other safe objects in their hand, like a tennis racquet, help them with their balance.

And for those that really do well on this, have them try to do it while carrying a heavier box in their arms or items of different weight in each hand.

Once they have mastered this balance beam, hang various safe objects (e.g. a tennis racquet) on one end of the broomstick. Let them discover where they must place their finger under the broomstick, so that it all balances. Then walk across the balance beam again without dropping it.

OPTICAL ILLUSIONS

Perceptions can be wrong:

Be sure to gather up a big collection of optical illusions. The Webelos will really enjoy this

QUESTIONS THAT MAKE YOU WANT TO EXPERIMENT

Here are several scientific situations that will make you want to try them to see if what you think should happen, is actually correct.

HOSES

Situation: Wind up a hose into a circle, so that water has to go around and around before it shoots out the end.

When the water exits the hose, does it leave following a curving path like the hose it just left, or does it come out in a straight line?

Answer: Water comes out initially in a straight line, regardless of the shape of the hose.

BIG AND LITTLE FALLING ROCKS

Situation: Hold two rocks of different weight, so that the under sides of the rocks are exactly the same height off of the ground.

Drop them both at the same time. Which one will hit the ground first?

Answer: both rocks should hit the ground at the same time, unless one is much more aerodynamic than the other, since gravity accelerates them both equally.

MAGNETIC ATTRACTION

We all know that two magnets of opposite poles will attract each other. Attach one bar magnet to a toy car.

Hold a second magnet on the ground near the car. Will the car move toward the other magnet?

Yes, the car should move.

Now, firmly attach both magnets to the same car, with opposite poles close, but not touching each other.

Will the magnetic attraction of the magnets cause the car to move?

No. The only thing that might happen is that the glue holding the magnets to the car may give way from the stress of the magnetic attraction.

GYROSCOPIC BATTLING TOPS

Study the rotational inertia of gyroscopes by having the boys spin tops. Draw a chalk circle and have two boys spin their tops into the circle. The last top left standing in the circle is the winner as they bump each other and wobble around the circle.

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

Spring Woods Senior High School

Houston, Texas

<http://www.shac.org/Home/Training/CubScoutLeadersPowWow/>

Longhorn Council

Panning for Gold

November 11, 2006

Tarrant County College – NE Campus

Hurst, TX

Call (817) 231-8500 or website

<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>

Suffolk County Council

All Aboard for Cub Scouting

December 2, 2006

KeySpan J.W. Dye Training Center, Hauppauge, LI, NY

Call (631) 924-7000 or check their website

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

Sioux Council

Pirates at Pow Wow

November 4, 2006

Southeast Technical Institute, Sioux Falls, SD

Call (605) 361-2697 or check their website

<http://www.siouxbsa.org/Events/PowWow06>

This should be a really great Pow Wow as my instructor for the Roundtable Class at Philmont, Diane, is chair. CD

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.sgvcbbsa.org/>

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

WEB SITES



Great Salt Lake Council

<http://www.magickeys.com/books/lk/index.html>

<http://www.sandiegozoo.org/kids/crafts.html>

<http://www.kidscolorpages.com/knights.htm>

<http://www.dltk-kids.com/fantasy/crafts.html>

<http://www.kidsdomain.com/craft/hall-knight2.html>

<http://webtech.kennesaw.edu/jcheek3/castles.htm>

<http://yahooligans.yahoo.com/>

<http://www.caerleon.net/history/arthur/>

<http://www.schools.ash.org.au/elanorah/Med.htm>

Society of Creative Anachronism – Renaissance era and

Knight Re-enactors www.sca.org

Websites for Renaissance Faires -

Texas Renaissance Festival, Plantersville, TX

<http://www.texrenfest.com/main.htm>

(There are at least four other Ren Faires in Texas)

Pennsylvania Renaissance Festival

<http://www.parenfaire.com/>

Maryland Renaissance Festival

<http://www.rennfest.com>

Then I found these sites that have lists of Renaissance Faires from all around the country. Some are one weekend events, some are like the Pennsylvania Faire that are every weekend for 10 weeks or so.

<http://www.verymerryseamstress.com/renaissancefares.htm>

<http://www.faires.com/>

<http://www.faire.net/SCRIBE/WebScribe.htm>

<http://www.renaissance-faire.com>

<http://www.renaissanceinfo.com>

[the periodical Renaissance Magazine](http://theperiodicalRenaissanceMagazine)

So if you are not holding your own event, maybe you can go and see one of these.

ONE LAST THING

I received this the other day (and many times before that) and so on to you -

Grandkids

From Paul Harvey –

We tried so hard to make things better for our kids that we made them worse. For my grandchildren, I'd like better.

I'd really like for them to know about hand me down clothes and homemade ice cream and leftover meat loaf sandwiches. I really would.

I hope you learn humility by being humiliated, and that you learn honesty by being cheated.

I hope you learn to make your own bed and mow the lawn and wash the car.

And I really hope nobody gives you a brand new car when you are sixteen.

It will be good if at least one time you can see puppies born and your old dog put to sleep.

I hope you get a black eye fighting for something you believe in.

I hope you have to share a bedroom with your younger brother/sister. And it's all right if you have to draw a line down the middle of the room, but when he wants to crawl under the covers with you because he's scared, I hope you let him.

When you want to see a movie and your little brother/sister wants to tag along, I hope you'll let him/her.

I hope you have to walk uphill to school with your friends and that you live in a town where you can do it safely.

On rainy days when you have to catch a ride, I hope you don't ask your driver to drop you two blocks away so you won't be seen riding with someone as uncool as your Mom.

If you want a slingshot, I hope your Dad teaches you how to make one instead of buying one.

I hope you learn to dig in the dirt and read books.

When you learn to use computers, I hope you also learn to add and subtract in your head.

I hope you get teased by your friends when you have your first crush on a boy\girl, and when you talk back to your mother that you learn what ivory soap tastes like.

May you skin your knee climbing a mountain, burn your hand on a stove and stick your tongue on a frozen flagpole.

I don't care if you try a beer once, but I hope you don't like it.

And if a friend offers you dope or a joint, I hope you realize he is not your friend.

I sure hope you make time to sit on a porch with your Grandma/Grandpa and go fishing with your Uncle.

May you feel sorrow at a funeral and joy during the holidays.

I hope your mother punishes you when you throw a baseball through your neighbor's window and that she hugs you and kisses you at Hanukkah/Christmas time when you give her a plaster mold of your hand.

These things I wish for you - tough times and disappointment, hard work and happiness.

To me, it's the only way to appreciate life.

Written with a pen. Sealed with a kiss.

I'm here for you. And if I die before you do, I'll go to heaven and wait for you.

Well, I became curious if Paul Harvey really wrote this and used it and found out from several Urban Legend sites – Paul Harvey certainly didn't write the essay. The true author of this piece is Lee Pitts, and the nostalgic essay was published in his 1995 book, "People Who Live At The End of Dirt Roads" and appeared in the 2000 book Chicken Soup for the Golden Soul. Paul Harvey does use material written by Lee Pitts from time to time, and he did read this particular essay (crediting Pitts, of course) during his 6 September 1997 broadcast. (<http://www.snopes.com>)

But it still is a great thought

Answers to Football Quiz (in order):

Sam Houston Area Council

Jets, Browns, Bills, Steelers,
Dolphins, Giants, Bengals, Colts,
Panthers, Bears, Cowboys, Chargers,
Eagles, Rams, Falcons, Jaguars,
49ers, Buccaneers, Lions, Packers,
Texans, Raiders, Titans, Chiefs,
Seahawks, Patriots, Saints, Ravens,
Cardinals, Vikings, BronCOs, Redskins

