



BALOO'S BUGLE

Volume 14, Number 8



"Make no small plans. They have no magic to stir men's blood and probably will not themselves be realized." D. Burnham
March 2008 Cub Scout Roundtable April 2008 Cub Scout Theme

ABRACADABRA

Tiger Cub Activities

Webelos Sportsman & Family Member



FOCUS

Cub Scout Roundtable Leaders' Guide

Cub Scouts love to amaze and be amazed!! This month, the boys will discover the secrets of the magician's art as they demonstrate magical illusions and learn new tricks with cards, coins and other everyday magical objects. Visit a magic shop or invite a magician to your den or pack meeting magic show. This is a good month to hold your Space Derby.

CORE VALUES

Cub Scout Roundtable Leaders' Guide

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

- ✓ **Personal Achievement**, Boys will have a sense of accomplishment in learning and demonstrating simple magic tricks.
- ✓ **Fun and Adventure**, Boys will have fun presenting magic tricks for fiends and family.
- ✓ **Family Understanding**, Families will offer support and encouragement as the boys learn and practice their magic tricks.

The core value highlighted this month is:

- ✓ **Courage**, Boys will learn that tricks are fun, but in real life they need to do what is right regardless of how hard it is.

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

Where am I??

I am in the state of confusion. During the last 30 days or so my second Pow Wow was held, I chaired the post event eval meeting and turned things over to next year's chair,

Engineer Frank, turned over my Roundtable duties to my able assistant of six years, had my monthly Thrivent meeting moved to the third week so as President I could be there, and turned over all my projects at work. Then my wife and I packed up and left town moving to a small apartment almost 3000 miles from home for two months so I could begin some medical treatments. Many thanks to Mike, our webmaster at www.USScouts.org who began assembling this issue for me. And apologies to you dear readers for being late again. I am working with a Mac laptop, old IBM laptop, both with tiny screens, a portable hard drive with most of my files, and two jump drives. Only the MAC will go on the web.

As I reviewed my E-mails, I see that I have a lot with good ideas that should be posted in Baloo. That is one of the projects I hope to do for the next issue. Please don't give up on me posting your ideas. ***I do read all my E-mails.***

Magic Tricks and ideas are scattered throughout this issue. They can be found under Stunts, Pack and Den Activities, Audience Participations, and other places. Depending on how Mike and I felt as we assembled the issue.

WANT TO KNOW HOW TO HAVE A SUCCESSFUL CUB SCOUT PROGRAM? IT IS EASY!!!!

JUST 3 MAGIC WORDS

All you need to make your pack or den everything you want it to be!!

Bill Smith, The roundtable Guy says, "Before each meeting, repeat these three magic words seven times and you will be successful!!"

Don't know what they are???

What to know what they are??

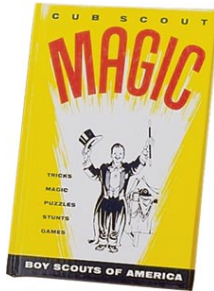
Go to <http://wtsmith.com/rt/3magicwods.html>

A note on National's Website, www.scouting.org

The National Council (of which we are not affiliated, please remember www.USScouts.org is an unofficial site of volunteers helping other volunteers. We do not represent or speak for National Council) recently revamped their website. Over 11,000 links were changed by the revamping. So, that is why your bookmarks to their site have stopped working. I lost my favorite link to the forms page but found the new one quickly by clicking through the Cub Scout pages.

Stuff

This month's theme is supported by a wonderful collection of stunts, tricks, and puzzles in an official BSA publication, [Cub Scout Magic](#), by Francis J. Rigney available from Scoutstuff.org for only \$8.99. You can also find used copies at [Amazon.com](#).



**Months with similar themes to
Abracadabra**
Dave D. in Illinois

September	1941	Cub Magicians
January	1948	Magic Tricks and Puzzles
June	1951	Lost on an Island
November	1961	Cub Scout Magic
October	1965	Magic Words
October	1970	Cub Scout Magicians
March	1979	Making Magic
August	1991	Cub Scout Magic
April	1995	Cub Scout Magic
May	2002	Abracadabra



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.

**THOUGHTFUL ITEMS FOR
SCOUTERS**

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

Roundtable Prayer

CS Roundtable Planning Guide

We ask that you help us appreciate the magic creature known as a boy. Guide our hearts and hands as we work with him on his journey though Scouting so that he may have a magical experience. **AMEN**

The Magic of Making Men from Boys

Scouter Jim, Bountiful, Utah

The 2008 Rose Bowl Parade featured Boy Scouts and Girl Scouts carrying the first banner and 103 Boy Scouts and Girl Scouts leading the parade just behind the Marine mounted Color Guard carrying the flags of all fifty United States and 53 other countries.

When we celebrated Cub Scouting's 75th Birthday, we saw a list of famous Scouts. We looked at them again last August, and will visit them again in February 2010, when BSA celebrates 100 years. What we forget is that these great men did not just happen, they had help to become great men.

In an article published in the August 29, 2004, in the Parade magazine, by Jeffrey Marx, titled, *He Turns Boys Into Men*, Marx writes about Joe Ehrmann, a former NFL football star who was then working with boys. Quoting from the article:

*"What is our job as coaches?" Ehrmann asks.
"To love us!" the Gilman boys yell back in unison.
"What is your job?" Ehrmann shouts back.
"To love each other!" the boys respond.*

The words are spoken with the commitment of an oath, the enthusiasm of a pep rally.

We can easily substitute Scout Leaders for coaches in the above statement.

The Boy Scouts of America has both a *Mission* and a *Vision Statement*. They are as follows:

Mission Statement: *The mission of the Boy Scouts of America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Law.*

Vision Statement: *The Boy Scouts of America will prepare every eligible youth in America to become a responsible, participating citizen and leader who is guided by the Scout Oath and Law.*

The following is also from the BSA Website:

Delivering the Promise:

The Boy Scouts of America and America's Promise
"The Little Red Wagon. A symbol of childhood. It could be filled with a child's hopes and dreams or weighed down with their burdens. Millions of American children need our help to pull that wagon along. Let's all pull together."

—General Colin L. Powell, U.S. Army (Ret.), Chairman, America's Promise

America's Promise—The Alliance for Youth, led by General Colin Powell, is dedicated to mobilizing the nation's groups and organizations and building and strengthening the character and competence of our youth.

At the heart of America's Promise is a set of five basic promises made to every child in America. To point them in the right direction and to help them grow up strong and ready to take their place as successful adults, these five promises must be fulfilled:

- An ongoing relationship with a caring adult—parent, mentor, tutor, or coach
- A safe place to be with structured activities during non-school hours

- A healthy start
- A marketable skill through effective education
- An opportunity to give back through community service

Cub Scouting has a purpose statement. For those who have not read or heard it, it is as follows:

The Purposes of Cub Scouting

Since 1930, the Boy Scouts of America has helped younger boys through Cub Scouting. It is a year-round family program designed for boys who are in the first grade through fifth grade (or 7, 8, 9, and 10 years of age). Parents, leaders, and organizations work together to achieve the purposes of Cub Scouting.

The 10 purposes of Cub Scouting are:

1. Character Development
2. Spiritual Growth
3. Good Citizenship
4. Sportsmanship and Fitness
5. Family Understanding
6. Respectful Relationships
7. Personal Achievement
8. Friendly Service
9. Fun and Adventure
10. Preparation for Boy Scouts

With these ideas in mind, as leaders, as Joe Ehrmann said, our job is to “Love our boys!” If we have the training, testimony of the program and allow ourselves the time to gain the tenure, we can fulfill the mission and vision of the Boy Scouts of America, and the purposes of Cub Scouting. Sometimes we might find it difficult to love our young charges when they do things, we know, that they know are wrong. There-in lies the magic of the program we are involved in. With the training and tools of Cub Scouting and with enough love in our hearts, we will be part of a list of great men, who had Scout leaders that loved them in the future. *As Joe Ehrman said, our job is to “Love our boys!”*

What the vast majority of American children need is to stop being pampered, stop being indulged, stop being chauffeured, stop being catered to. In the final analysis it is not what you do for your children but what you have taught them to do for themselves that will make them successful human beings.

Ann Landers

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

“Magic is believing in yourself, if you can do that, you can make anything happen.” [Johann Wolfgang von Goethe](#)

And above all, watch with glittering eyes the whole world around you because the greatest secrets are always hidden in the most unlikely places. Those who don't believe in magic will never find it. [Roald Dahl](#)

Disbelief in magic can force a poor soul into believing in government and business. [Tom Robbins](#)

“Using words to describe magic is like using a screwdriver to cut roast beef.” – [Tom Robbins](#)

There’s a bit of magic in everything, and some loss to even things out. [Lou Reed](#)

There is a lot of comedy in magic, and magic going wrong, and also it is a dramatic subject. [J K Rowling](#)

Have the courage to say no. Have the courage to face the truth. Do the right thing because it is right. These are the magic keys to living your life with integrity.

[W Clement Stone](#)

My parents are responsible for the two things I like doing most – driving and magic tricks. They bought me my first go-kart and a magician’s kit. [Fernando Alons](#)

If we are to have magical bodies, we must have magical minds. [Dr Wayne Dyer](#)

It’s only in innocence you find any kind of magic, any kind of courage. [Sean Penn](#)

Sufficiently advanced technology is indistinguishable from magic. [Arthur C Clarke](#)

The universe is full of magical things, patiently waiting for our wits to grow sharper. [Eden Phillpotts](#)

The real secret of magic lies in the performance. [David Copperfield](#)

TRAINING TIP

The Centennial Quality Unit Award

[Bill Smith](#), the Roundtable Guy



Did your pack win this award?

If YES, Great, congratulations!. Make sure that every boy and every leader gets the patch to wear on his/her uniform. We are all proud of you and everyone who contributed to making your pack go!

If you tried but came up short on a couple items, that’s still a good sign. In fact you may be better off than those who got the award. I’ll show you why as we go on. You may find out that you can use it as a springboard to do a pack makeover.

If you didn’t even try, then I’ve got a special message for you. Your pack is missing out on one of the best tools to make your pack exactly what you want it to become. Forget about what National, your Council or those district guys want. **This can help your gang achieve your goals.**

What are you going to do about it now?

Winning or not-winning the CQUA is not really that important. It’s only about a badge: another little do-dad to hang on your uniform. What really matters is what the whole effort of filing the application, working to succeed and then getting the results will mean to the success or failure of your efforts as leaders. What you do about it right now is more important than anything else.

I'm sure that none of you do this Scouting stuff solely to get more badges. I know some of you put in considerably more time than the advertised one hour a week. You deserve to have all your efforts succeed in having boys grow into the kinds of men you will be proud of. Your pack might be very efficient at this or much of what you leaders do may be just a lot spinning wheels and not a lot of progress.

The results of your CQUA experience can tell you a lot of how successful your pack is in reaching your real goals. Let's look at each of the six requirements and see what the results can divulge about your pack.

Each of the 6 requirements on that 2007 form attempts to measure a symptom of the health of your pack. Your real goal should be to improve your pack operation and not to obscure or cover up the symptom so that no one notices it.

1. We will have ___ percent of our direct contact leaders complete Basic Leader Training for their position, including Youth Protection Training.

Let's face it; an untrained leader is probably not going to be successful. By now every one of your direct contact leaders – Cubmaster, den leaders and ALL ASSISTANTS should be trained – NLE, job-specific and YP.

You don't have assistants for every den? Why not? What will happen if a trained leader moves, gets sick, gets divorced or wins the lottery and flees to Tahiti? What will happen to those boys left behind? Will the den, or even the whole pack, flounder or just muddle around until someone finds a suitable replacement. How many boys and how many families will give up?

What are you going to do about that now?

How effective is your Pack Trainer or do you even have one? A good PT can and should work with district folk to facilitate training and get reluctant leaders to attend.

John Mount of Highland, Utah recently posted on a popular forum:

We now have one. We call him "the hammer."

Remember, it's especially frustrating for trained leaders to work with an untrained and uncooperative committee. If you want your pack to work as a well-oiled machine then get your committee to training as well.

2. As one of the committed units in our district, our goal is to retain ___ percent of our members, recruit ___ new youth, and recharter on time.

If most boys and families stay in your pack until they graduate out then your pack is doing fine. Don't change! Good retention is the gold star for pack leadership.

If your pack has troubles keeping boys and families in the program, then your top priority is to find out why and then do something about it.

Many packs lose entire dens. How can you lose a whole den? Did the den leader leave and there was no replacement? Was the den program weak and the boys just stopped coming? Did the DL get the training and get support from pack leaders, the committee and parents? Find out what went

wrong. One of the reasons to have regular den participation at pack meeting is to keep pack leaders aware of den health.

Boys who drop out make it harder to recruit new ones. The word gets out on the street that your program is either worth, or not worth, the time and effort. When they first joined, you promised them it would be fun and challenging. Did you and the other leaders keep that promise? Was every meeting fun and exiting? Was every outing an adventure?

What are you going to do about that now?

First Aid Analogy: STOP THE HEMORRHAGE!

3. As a participating unit in the national parent initiative, we commit to recruit ___ new adults to be active.

OK, it's got quaint wording. You may or may not care about the national parent initiative, **but you do care about the future of your pack.** As families join, get the parents involved in making the pack go.

Have a plan to bring them into the fold. Ensure that every family is aware of the Parent's Agreement and understands their obligations when we accept their application to join. The longer we wait the harder it becomes to involve parents. Recruit the parent along with the boy.

Parents and other close family members have a relatively narrow window of a few years to open the door to their boy's future – to shape his character, help set his life's goals and how he will react to his next set of influencers. These Tiger and Cub Scout years are the time for parents to spend as much time as they can with him, to lead him into positive activities, to get to know his friends and his friends' families. Cub Scouting gives parents a wonderful set of tools to do exactly these things.

Every boy should see his parent(s) be good role models who make the pack go.

What are you going to do about that now?

4. We had a minimum of 60 percent of our youth members advance in rank for Cub Scouting or we improved by 10 percent over last year.

It's hard to make the 60% if half the boys drop out before your Blue and Gold banquet. Solve any retention problems before you tackle advancement. I have heard the urban myth thing that poor advancement is supposed to cause poor retention. That just doesn't make much sense. I can not imagine there are that many boys having lots of fun and adventure but not advancing in rank and then dropping out because they didn't get their Wolf or Bear badge.

It's more likely to be the other way around, or that both advancement and retention depend on good programming and good leadership. Boys who have fun and find adventure in Cub Scouts stay in and do advance. Those who don't will likely quit and, of course, won't advance.

Advancement requires parent participation for Bobcat, Tiger, Wolf and Bear. It gives families opportunities to share growing experiences and challenging activities with their sons. Try not to push book work into your den meetings. It

becomes too much like school. Also, the boy is more likely to do more of the reading if he does it at home with his family. Do everything you can to get advancement into the boys' homes. It will take some good salesmanship by both den and pack leaders but it will be worth the effort.

Webelos Activity Badge work is different. You shouldn't expect mortal Webelos den leaders to be masters of all twenty subjects. Get them help. Scour your pack records and your neighborhood to find some resources for each badge. I have noticed that Webelos dens are less likely to have assistant leaders than other dens, and fewer of them are trained. Check this out in your pack.

What are you going to do about that now?

Take a critical look at how your pack celebrates advancement. Do your ceremonies resemble the Academy Awards or are they more like a visit to a dentist?

Who gets the most recognition in your pack?

- New member who earns Bobcat?
- Boy and parent who earn Tiger?
- Boy who earns Arrow of Light?
- Winner of Pinewood Derby?

Who should?

- 5. At least 70 percent of our youth members had an outdoor experience or one activity per month, or improve the percentage over last year.**

I understand that the first sentence has been interpreted so many different ways that it may be difficult to know if your record is meaningful or not. A lot depends on the environment and the character of the community, and which boys and which activities were counted.

Regular attendance, however, is an excellent indicator of how good your program plays to boys and families. Boys and families will attend if your program seems important to them. Boys and families stay if they regularly attend.

There are several ways that top leaders have promoted regular participation:

1. Sean Scott of San Diego put on big productions at pack meetings so that people wanted to attend.
2. Cliff Golden of DeKalb IL loads his troop calendar with a variety of activities so that boys have more opportunities and choices.
3. Many packs make sure that everyone has a role to play at pack meetings and other activities.

These all require a good sized team of leaders and well organized plans. Does your pack have enough leaders and how thoroughly do you plan your program?

Every good pack I have seen in my forty-five years of Scouting has had an impressive outdoor program. They typically run one or more special pack activities every month and even more in summer to fit in with family schedules.

- 6. We will conduct annual program planning and will provide the financial resources to deliver a quality program to our members.**

The most important responsibility that leaders have in Cub Scouting is program planning. The quality of the Cub Scout experience each boy receives will depend on how leaders schedule and carry out the essential planning procedures.

If you want your pack program to be more fun, more party-like and more exciting for all family members, try holding a **masterminding gala extravaganza** for your next annual planning session. Make it party with games, skits and run-ons – even costumes. Make it FUN.

One of your planning items should include just how your pack will recharter next year. Who will do it; where are the records and how will you pay for it? Sort of a budget item?

What are YOU going to do about that now?

Be sure to visit Bill's website

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

to finds more ideas on everything Cub Scouting.

Have any Comments for Bill just click right here!

PACK ADMIN HELPS

Positive values Emphasis

From my info for preparing future theme material

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

Every Scouting activity should be a positive experience in which youth and leaders feel emotionally secure and find support from their peers and leaders. Everything we do with our Scouts – including songs, skits, and ceremonies – should be positive, meaningful, and should not contradict the philosophy expressed in the Cub Scout Promise and the Law of the Pack.

REMEMBER TO:

- Reinforce the values of Scouting.
- Get the whole group involved.
- Make everyone feel good.
- Be positive.
- Everything should be meaningful.
- Teach the ideals and goals of Scouting
- Use age-appropriate activities.

Guidelines to Determine Appropriate Scouting Activities

- Cheers, songs, skits, stories, games and ceremonies should build self-esteem and be age-appropriate.
- Name-calling, put-downs, or hazing are not appropriate.
- References to undergarments, nudity, or bodily functions are not acceptable.
- Cross-gender impersonations are not appropriate.
- Derogatory references to ethnic or cultural backgrounds, economic situations, and disabilities are not acceptable.
- Alcohol, drugs, gangs, guns, suicide, and other sensitive social issues are not appropriate subjects.

- Refrain from “inside jokes” which are exclusionary to the audience.
- Wasteful, ill-mannered, or improper use of food or water should not be used.
- The lyrics to the following patriotic songs should not be changed: “America”, “America the Beautiful God Bless America”, and “The Star- Spangled Banner.”
- Similar respect should be shown for hymns and other spiritual songs.
- Avoid scary stories and bad language.
- Model the values of BSA and set a high standard for appropriateness in ALL Scouting activities.

IF IN DOUBT, TAKE IT OUT!

SPECIAL OPPORTUNITY

Cub Scout Outdoor Activity Award



Kommissioner Karl

Day Camp or Resident camp is a requirement for this award for all ranks!!! Boys want to go to camp – let’s get them there!! CD

Tiger Cubs, Wolf and Bear Cub Scouts, and Webelos Scouts have the opportunity to earn the Cub Scout Outdoor Activity Award. Boys may earn the award in each of the program years as long as the requirements are completed each year. The first time the award is earned, the boy will receive the pocket flap award, which is to be worn on the right pocket flap of the uniform shirt.

Each successive time the award is earned, a wolf track pin may be added to the flap. Leaders should encourage boys to build on skills and experiences from previous years when working on the award for a successive year.

**Requirements
All Ranks**

Attend Cub Scout day camp or Cub Scout/Webelos Scout resident camp. (To be completed after September 1, 2004. Award was launched in late August 2004)

**Rank-Specific
Tiger Cubs**

Complete one requirement in Achievement 5, "Let's Go Outdoors" (Tiger Cub Handbook) and complete three of the outdoor activities listed below.

Wolf Cub Scouts

Assemble the "Six Essentials for Going Outdoors" (Wolf Handbook, Elective 23b) and discuss their purpose, and complete four of the outdoor activities listed below.

Bear Cub Scouts

Earn the Cub Scout Leave No Trace Award (Bear Handbook, Elective 25h) and compete five of the outdoor activities listed below.

Webelos Scouts

Earn the Outdoorsman Activity Badge (Webelos Handbook) and complete six of the outdoor activities listed below.

Outdoor Activities

With your den, pack, or family:

1. Participate in a nature hike in your local area. This can be on an organized, marked trail, or just a hike to observe nature in your area.
2. Participate in an outdoor activity such as a picnic or park fun day.
3. Explain the buddy system and tell what to do if lost. Explain the importance of cooperation.
4. Attend a pack overnighter. Be responsible by being prepared for the event.
5. Complete an outdoor service project in your community.
6. Complete a nature/conservation project in your area. This project should involve improving, beautifying, or supporting natural habitats. Discuss how this project helped you to respect nature.
7. Earn the Summertime Pack Award.
8. Participate in a nature observation activity. Describe or illustrate and display your observations at a den or pack meeting.
9. Participate in an outdoor aquatic activity. This can be an organized swim meet or just a den or pack swim.
10. Participate in an outdoor campfire program. Perform in a skit, sing a song, or take part in a ceremony.
11. Participate in an outdoor sporting event.
12. Participate in an outdoor Scout's Own or other worship service.
13. Explore a local city, county, state, or national park. Discuss with your den how a good citizen obeys the park rules.



Boys’ Life Reading Contest for 2008



(This is the 2007 patch NOT 2008)

SAY ‘YES’ TO READING

The 2008 Boys’ Life reading contest will be announced in the May 2008 issue of the magazine. Once again, there will be great prizes for the winners and free patches to all who enter. The 2007 winners will also be announced in May.

Checkout the boys’ Life website to read the winning essays from 2006

For more details go to www.boyslife.org

Knot of the Month
Webelos Den Leader Training Award
Kommissioner Karl and Commissioner Dave



Your Webelos I Den Leaders are completing a year of service. How about recognizing them and urging them on for next year by presenting them their Webelos Den Leader Training Award??

By the way - Webelos always ends with an S whether talking about one Webelos Scout or a den of Webelos. It is an acronym – WE'll BE LOyal Scouts. As the CS RT Commissioner who trained me says – if you don't have an S at the end – then there is nothing to which to be loyal.

The Webelos Den Leader Training Award program is a lot like most of the training awards a leader is able to earn. Leaders that have completed the requirements and training have made the commitment to do the program right. They , have assistants in place, conduct well planned meetings and more. If you look at the requirements, you may not meet all 11 of the Performance requirements, but if you have a FUN and successful program, you probably have already completed seven of them and earned the award. This award recognizes people for putting the tools in place to succeed, and the rest is easy.

The requirements are:

Tenure

- ✓ Complete one year as a registered Webelos den leader.

Training

- ✓ Complete Webelos Den Leader Fast Start training.
- ✓ Complete New Leader Essentials and Webelos Den Leader Specific Training.
- ✓ Complete outdoor training for Webelos den leaders.
- ✓ Complete Youth Protection training.
- ✓ During your tenure for this award, participate in a Cub Scout leader pow wow or university of Scouting, or attend at least four roundtables.

Performance - Do seven of the following:

- ✓ During at least one program year, have a minimum of 50 percent of the Webelos Scouts in your den advance in rank (Webelos badge or Arrow of Light Award).
- ✓ At least once, reregister a minimum of 75 percent of the eligible members of your den as part of a pack rechartering.
- ✓ Graduate a minimum of 60 percent of the eligible members of your Webelos den into Boy Scouting.
- ✓ Have an assistant den leader or second adult who regularly attends your den's meetings and activities.
- ✓ Have a den chief who regularly meets with your den.
- ✓ Take leadership in planning and conducting two Webelos overnight campouts or other outdoor den activities each year.
- ✓ Assist in planning and conducting a Webelos den/Boy Scout troop joint activity.
- ✓ Take leadership in planning and conducting a Webelos den service project.

- ✓ Conduct at least three Webelos den meetings per month, nine months per year, or follow an optional meeting plan approved by the pack.
- ✓ Participate with your den in a Webelos day camp or resident camp experience.
- ✓ Hold regular den meeting and den activity planning sessions with your assistant den leader.

A downloadable tracking card is available at: (This is the new address!!)

<http://www.scouting.org/filestore/pdf/34169-52.pdf>

GATHERING ACTIVITIES

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

Tricks of the Trade Word Search

Alice, Golden Empire Council

Find the words in this word search that all have to do with magic – the words can be vertical, horizontal or diagonal

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F O Z S Z T K J E S A B X E F
M U S P W A X T D L U A N T Y
A T M E C B P I K E T U A M K
D W E L S R S L O V O N I I C
A T H L C A R D S I P X C F L
I F O M P C S A D T H K I C J
M D T P E A U D H A A R G O O
M C E T H D T S I T T J A M C
S A R R R A A Z L I R F M V W
R P C G A B R R L O O D M A U
S R E T B R A O U N P L N L T
A K S P B A P S S X E D E Z H
Y V J E I B P A I K C I R T F
W J H B T G A H O L G K L V G
F O Z G W O E I N I O C E H F
    
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- | | | |
|-------------|----------|-----------|
| Abracadabra | Rabbit | Apparatus |
| Rope | Cards | Secret |
| Coin | Spell | Disappear |
| Top Hat | Illusion | Trick |
| Levitation | Wand | Magician |

Pull a Rabbit out of the Hat:

Alice, Golden Empire Council

Put directions for some simple magic tricks in a Magician's hat, along with the necessary props, all in a sealed plastic bag. Have some parents pull out a trick, without looking. During the pack meeting, call them up to perform their trick. Be sure to give everyone a great applause – and check out the "When it all goes Wrong" section. Give "Magician in Training" awards and remind the boys that Practice makes Perfect! See various magic tricks in Cub Scout Magic Book, various Cub Handbooks (Tiger has a few great tricks and so do some others), The Klutz Book of Magic and in this issue of Baloo's Bugle

Abacadabra – A Magical Word*Alice, Golden Empire Council*

Give each family or den a paper with **Abacadabra** spelled out vertically along the left side. They must come up with a word that has to do with magic for each letter. Winning team is the one that finishes first or has the most answers.

By any other name:*Alice, Golden Empire Council*

Have each family or den think of as many words as they can that mean magic. (see some ideas under Fun Facts About Magic)

Betcha can't...or can you?—*Great Salt Lake Council*

The best magic is watching the Cub Scouts, parents, siblings and friends participate together. Have activities that will involve everyone. For your Gathering Time thismonth, set up several stations around the room each with a quick activity that everyone can try.

Here are some activities can be done separately, with each taking just a few minutes, or you can enlist the help of parents to have five or six activities going at once so that the boys can try one and then move on to the next. The question is, can it be done...why or why not?

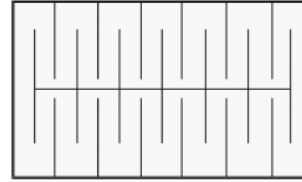
Bet you can't pick up a chair — Have the subject back away from a wall to the distance of four foot-length. Place a chair or stool between the person and the wall. Instruct the person to lean over and rest his or her forehead against the wall. Now the subject must pick up the chair and then straighten up without touching the chair to the wall or the floor. (Most women, many boys and very few men will be able to do this successfully; the secret lies in the size of the feet. When a man (with larger feet backs four foot lengths from the wall and leans forward, his center of gravity is farther from his base than a woman's. Cub Scouts get excited that this is something their mothers can do but fathers can't...it's even better when they can do it but their fathers can't)

Bet you can't tear a piece of paper into three pieces — Fold a piece of paper into thirds. Open it out again and cut or tear the paper equally along the folds so that only about an inch of paper keeps the strips together. Hold the tops of the two end strips. Now try to tear the paper so that the middle strip drops out and there are three separate pieces of paper. (Paper like all other material, succumbs to force at its weakest point. The two tears you started in the paper are weak points, and they are not equal, even if they appear to be. When you pull, the weaker tear gives way first. Then you are left without the opposing force needed to separate the other two strips of paper.)

Bet you can't catch a quarter worth of pennies — Fold your hand up to the shoulder on the same side of your body and place 25 pennies on your elbow. The goal is to catch all the pennies at once in that hand. (With practice this is possible...it helps to start with 2-3 pennies and work your way up.)

Bet you can't step through an index card — Give each boy an index card and a pair of scissors. The goal is to be able to step entirely through a hole cut in the index card. (If cut as shown in the diagram, the index card will expand

enough that even a fairly large man or woman will be able to step through the resulting hole.)



Bet you can't cut a paper loop into two pieces — Cut a strip of newspaper about two inches wide. Turn over one end of the strip and then tape the two ends together to form loop. Now try to divide the loop into two pieces by cutting lengthwise down the center of the strip. (When you have finished cutting you will still have a single loop but it will be twice as long as the original. That's because the twisted loop is a topological oddity called a Mobius strip.)

More on the Mobius Strip elsewhere in Baloo. If you cut it again, you get two interconnected loops!! CD

Science and magic are full of the oddities shown above a little research will find even more that will stump and astound the Cub Scouts. Let them experiment to find what they can do---and what they can't do

OPENING CEREMONIES

Magical Symbols

Alice, Golden Empire Council

- Cub # 1:** (*Wearing a Top Hat*) This top hat reminds many people of a magician, especially when a rabbit comes out!
- Cub # 2:** (*Showing off a Magic Wand*) The Magic Wand is a very important tool for a magician.
- Cub # 3:** (*Holding a rope*) Many Magicians also use a rope in their tricks.
- Cub # 4:** (*Showing off a deck of cards*) Lots of magical tricks are done with a deck of cards.
- Cub # 5:** (*Showing off a coin in his palm*) And even though it's even smaller, lots of tricks can be done with just a coin!
- Cub # 6:** (*Holding up a scarf like that used in Magic Acts*) Sometimes this scarf can be used in a magic act!
- Narrator:** The boys have shown you some magical symbols, including a Magician's scarf. There is another symbol that has a special meaning for all of us – our Flag.

MAGIC CARDS OPENING CEREMONY

*Sam Houston Area Council***Cast:** 5 Cub Scouts

Equipment: 5 cards, each with one letter of the word MAGIC written on it, and the corresponding sentence written on the back in LARGE print. Perhaps an appropriate picture drawn on the front, too.

Cub # 1: M Magnificent Cub Scouts**Cub # 2:** A Amaze friends and family with**Cub # 3:** G Great and mystical**Cub # 4:** I Illusions! You will be...**Cub # 5:** C Captivated! Please stand and join us in the Pledge of Allegiance

Or, with the same 5 cards:

Cub # 1: M M is for the many hours we have practiced.

Cub # 2: A A is for our audience – that's you!

Cub # 3: G G is for the great time we hope you'll have tonight.

Cub # 4: I I is for the interesting tricks you will see.

Cub # 5: C C is for the Cub Scout program where you get to try new things

CM And that spells MAGIC. Magic is the theme for tonight's pack ~~meeting~~ **SHOW**. So sit back, relax and prepare to be amazed!

Perhaps you can work out some transitional words that will let your Cubs use both sets of meanings!! CD

MAGIC OF AMERICA OPENING

Sam Houston Area Council

The assigned den carries in the U.S. flag and posts it.

Boys take turns reading the following parts:

Cub # 1: It's great to be an American, this fact is greatly known,

And the beauty of this land has a magic of its own.

Cub # 2: The magic of America does not come from a spell-It comes from you and me who love her very well.

Cub # 3: The wave of a magic wand did not buy us liberty: Great men and women died so we might all live free

Cub # 4: So let us now pledge to always do our part, For the magic of America lies deep within our hearts.

Cub # 5: Please join us in the Pledge of Allegiance.

I grouped them so each boy reads a couplet (My High School English lessons are showing). You could split parts so more boys could participate. CD

I Promise

Capital Area Council

Personnel: 7 Cub Scouts

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

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

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

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

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

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

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

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

Opening Ceremonies

Capital Area Council

✓ CM lights electric bulb-candle representing spirit.

✓ Talks about Cub Scout spirit.

✓ Audience stands, repeats Cub Scout

✓ Keep light burning during meeting).

Cub # 1: Tonight we are going to do for you
A magic trick that is really grand.
We'll make for you a item proud,
The greatest in the land.

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

He pours in a container of red paper

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

A dash of pure blue

He pours in a container of blue paper

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

a layer of snowy white.

He sifts in white paper

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

To make it come out fight.

Sprinkle silver glitter

Cub # 6: We'll stir and stir, And then you'll see

That what we've made...Is OLD GLORY!

He pulls flag from kettle suddenly

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

Let's always be loyal to it.

CM: Everyone please stand and recite the Pledge of Allegiance.

The Magic of America

Capital Area Council

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

Cub # 1: It's great to be an American, this is greatly known and the beauty of this land has a magic all its own.

Cub # 2: The magic of America does not come from a magic spell. It comes from you and me who love it so well.

Cub # 3: The wave of a magic wand did not buy us liberty. Great men and women died, so we might all live free.

Cub # 4: So let us all now pledge to always do our part, for the magic of America lies deep within our heart.

CM: Everyone please stand and recite the Pledge of Allegiance.

Cub Magic

Capital Area Council

Personnel: 8 Cub Scouts

Equipment: Eight Cards spelling C-U-B-M-A-G-IC.

Setting: Cubs stand in line holding cards to turn over before reading their part.

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

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

Cub # 3: B – is for boys, wild and wooly but always polite.

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

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

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

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

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

Magic Openings

Capital Area Council

Cub # 1: M – M is for Mess, which happens by Magic I guess

Cub # 2: A – is for Anxiety, The Den Leader's heard of our notoriety

Cub # 3: G – is for Gem, that's really what is our den

Cub # 4: I – is for Illusion, a good meeting's conclusion

Cub # 5: C – is for Cub Scouts, do our best, no Doubts

Magic American Flag Opening Ceremony*Capital Area Council*

Conceal an American flag inside a "magic" box.

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

OK. Now, everyone on the count of three, say "Abracadabra" 1, 2, 3 ...

Abracadabra! (Reaches in and pulls out the American flag.)

Wow! What a great piece of magic! Let's say the Pledge of Allegiance to our flag. (Two Cub Scouts hold the flag.)

Magic Opening*Capital Area Council*

Hogwarts is where you learn about magic

Scouts is where we learn to do our best

While we play with tricks and make believe potions

Our lives are instilled with unbelievable good notions

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

to remember our duty to God and Country, to tell

So please, levitate yourself upright

And join us at this magical sight

{Color Guard enters with Colors}

Please join us in the Pledge of Allegiance.

OPENING ICEBREAKERS

I did not know where to put these so this month I created a special sub category. These are neat tricks the CM can do to get the Pack Meeting SHOW underway.

An Opening Icebreaker To Start With*Capital Area Council*

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

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

A Balloon That Won't Burst*Capital Area Council*

This trick is in the Tiger book, so if my directions confuse you, check it out in the Tiger Book. This will make a great trick to start your meeting. Just begin with, "I want to start this meeting with a BANG!" Then do the trick by yourself. I use it a lot. It has now become how I start my Friends of Scouting presentation. I, also, quote from the song, "Alice's Restaurant," in my FOS presentations!! Our council financial director could not figure out how I could do that but once he heard it, he liked it. Problem is most Cub Scout parents are too young to remember "Alice's Restaurant." CD

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

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

AUDIENCE PARTICIPATIONS**The Mystifying***Capital Area Council*

Equipment: Pencil and paper for each Cub

Formation: Circle

- ✓ Give all the Cubs a slip of paper - each the same size and shape as the others.
- ✓ Then ask everyone to write a short sentence of four or five words. The words should be written plainly and should not be shown to any other person.
- ✓ Then instruct them to fold their papers and bring them to someone previously selected to act as the 'guardian'.
- ✓ No one, not even the guardian, should attempt to read the papers, still folded.
- ✓ As you gravely close your eyes, place the folded paper against your forehead and remain a moment in deep thought. Then call out any sentence that has occurred to you and as who wrote it.
- ✓ One of the Cubs, who is the accomplice, and who did not write a sentence nor submit a slip of paper, admits authorship of the sentence.
- ✓ Then unfold the paper, apparently to verify his announcement (and read the sentence to yourself).
- ✓ Next place the paper in your left hand and ask the guardian for another.
- ✓ Repeat the same preliminaries and then call out the words written on the previous paper, which you have had the opportunity to read. This will be a bona fide answer and one of the Cubs will have to admit to writing the sentence.
- ✓ Keep the performance up in this manner until all the player's slips of paper have been read.

In order for the trick to be successful, the accomplice must be careful to conceal from the audience the fact that he did not include a sentence in the collection given to the guardian.

JARED AND HIS MAGIC SHOW

Sam Houston Area Council

Directions: Divide the group in two parts. Then tell them, every time you hear the word Magic, I want the Left side to say Abracadabra and then the Right side to say Alacazam!

Jared was a Cub Scout. He liked MAGIC shows. He decided that he would put on his own MAGIC show.

He practiced and practiced all his MAGIC tricks. Finally the big day came. He was going to put on his MAGIC show for his family and friends.

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

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

The next MAGIC trick he did was to pull a rabbit out of a hat. Then Jared showed the MAGIC number trick.

Now it was time for his last MAGIC trick. He was going to make Shari disappear.

Jared had Shari get in a MAGIC box. Jared shut the door and said the MAGIC words. He opened the door and she was gone. He closed the door and told everyone he would make her come back. Again, Jared said the MAGIC words and opened the door and guess what? She was still gone. Jared was very surprised. His brother was laughing. Jared's brother came out to help him. They both said the MAGIC words and opened the door and there she was with a big smile on her face.

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

The Reluctant Rabbit

Capital Area Council

Divide audience into four groups.

Assign each group a word and a response.

Practice as you make assignments.

Joe: Abracadabra

Rabbit: Flop hands like ears and wiggle nose

Hat: Tip imaginary hat

Dog: Woof

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

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

calm. "Now, let's practice," **Joe** said. He took the **Hat** and after waving the magic wand a few times he put the **Rabbit** into the **Hat**. But the **Rabbit** would not stay in the **Hat**. **Joe's Dog** sat quietly and watched. Nothing **Joe** did seemed to help.

Joe was getting very frustrated. He put the **Hat** on his own head and sat down on the bed. The **Hat** fell down around **Joe's** eyes so he could not see. "Boy it's dark in here," he said. That was when it hit him. The **Rabbit** had claustrophobia and was afraid of the dark! Every time **Joe** put him in the **Hat**, the **Rabbit** got very nervous and tried to escape. **Joe** patted his **Dog** on the head and thought and thought. He didn't have time to train another **Rabbit**. What could he do?

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

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

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

ADVANCEMENT CEREMONIES

THE MAGIC OF CUB SCOUTING

Sam Houston Area Council

Assistant Cubmaster (approaches Cubmaster, waving two tickets) Hey, look what I just got!

Cubmaster: Wow, you sure are excited. Did you just win Texans (*or any sports team you wish to enter, e.g. as Philadelphia Eagles or Valparaiso Crusaders basketball*) season tickets?

CA: No. It's even better than that, I was just given these two tickets to a magic show – and it's tonight! Take a look. (Hands tickets to CM)

CM: These sure are for tonight. In fact the location of the show is right here and the time is right now!

CA: I'm really confused. I don't see a magic show here, just you and all these kids with their parents. I suppose that you're the magician and that you are going to pull a rabbit out of your hat.

CM: Let me clear it up for you. There is no magician here and the magic is not any 'up-my-sleeve' tricks. The magic in this room is the magic of Cub Scouting. You see, these people are Cub Scout families, and they are here to have fun and recognize the Cub Scouts in our pack for their accomplishments since our last meeting.

CA: I'm listening. What's so magical about Cub Scouting?

CM: Well, first of all, Cub Scouting helps the Cub Scouts in three areas: character development, citizenship and physical and mental fitness. And the really magical part about all of this is that the Cub Scouts have fun while this is happening.

- CA: Gee, I don't see how having my character developed can be much fun, what do you mean?
- CM: Why don't I call up the boys who have earned special recognition tonight and tell you about what they have done. Would the following boys and their parent please come forward? (Call names)
- CM: _____, _____, and _____ you have completed the requirements to complete the Bobcat, please come forward with your parents to receive your awards. Go through usual pack protocols for advancements. Be sure to ask: Did you do your best? Did you have fun? Repeat for other awards - Tiger, Wolf, Bear, and/or Webelos badge as appropriate. Be sure each boy receives individual recognition.
- CA: I see what you mean. These guys really seem happy right now.
- CM: You bet they are. We are all proud of their accomplishments, too.
- CA: I'll just reach inside this hat and pull out the badges that you have earned. I will give it to your parent and ask them to proudly present it to you. (Read names, pull awards from top hat, present awards)
- CM: The magic of Cub Scouting is all around us tonight. Congratulations to all of you on your accomplishments!

MAGIC ADVANCEMENT/RECOGNITION

Sam Houston Area Council

There's no magic in what we are about to do next. It's time for recognizing the Cub Scouts whose hard work and skills have earned them the right to advance along the Scouting Trail. No hidden cards, no disappearing balls or coins, no magically appearing scarves are involved in advancement. It's strictly a matter of knowing what you have to do and doing it – with the help of adult leaders, den chiefs, and families, it's true. But the bottom line is that a boy has to do the work by himself.

Well, perhaps there is a bit of magic in that after all – because by fulfilling the Bobcat, Tiger, Wolf and Bear tracks and marching along the Arrow trail, a boy transforms himself before our very eyes.

And during his years in the Webelos program, a Cub Scout enters a period of accelerated growth and development – often earning an activity pin a month (or more) as his hunger for knowledge blossoms.

So maybe Magic is what we're recognizing tonight – the best kind of magic. Recognizing young men who have discovered the magic of transforming themselves one step at a time toward their ideals of knowledge, strength, and good citizenship.

Magic Cauldron Advancement

Simon Kenton Council

Props: Sorcerer's cauldron or facsimile. Badges with names attached are placed in the cauldron before the meeting opens. Either keep the cauldron out of sight or place a lid on it until it is time to be used.

Scene: At awards time, announce that you will brew up something in the cauldron, but you will need the help of the new Bobcats in the Pack. Depending on the number to

receive that award (five or seven is perfect) you call one at a time forward. They tell you the ingredients that go in to make a Bobcat, (motto, Salute, handshake, sign, promise law, meaning, of Webelos) and demonstrate each one by doing or saying. Pretend to "put" each thing into the cauldron then stir and draw out the Bobcat Badges. Call each Cub's parents forward to pin the badge on their son. Lead a magical cheer.

For Tiger Badge, add each ingredient to kettle telling what it is based on the five Tiger achievements, i.e. a scrapbook for Making My Family Special, a flag or map of the community for Where I Live, a food pyramid for Keeping Myself Healthy and Safe, a picture of an ear or TV set or Boom Box or a newspaper or How I Tell It, leaf or hiking stick for outdoors. If you cannot find an object print achievement on cardboard and put it in the cauldron. Then stir and draw out the Tiger Badges. Call the Cubs and their parents forward and present badges to the parents to present to their sons. Lead a magical cheer.

For Wolf Badge, add each ingredient to kettle telling what it is based on the twelve Wolf achievements, i.e. band-aid for keeping healthy, string for tying things, stamp for collection, small screwdriver for tools, etc. If difficult to use object print achievement on cardboard and put in. Then stir and draw out the Wolf Badges. Call the Cubs and their parents forward and present badges to the parents to present to their son. Lead a magical cheer.

Do the Bear Badge in the same manner. Since there are now 24 Bear achievements, you will have to find out which twelve each Bear choose. If more than one Bear is receiving the badge, use all they choose, but don't repeat any, i.e.; piece of rope for knots. Baseball for sports, small flag for American heritage, coins for saving and spending well, testament for religious activities, etc.

This ceremony can also be adopted for use with the Webelos Activity Pins, using the same method with the requirements.

This ceremony. Should be done in semi-darkness maybe with candles so the cauldron will not be too obviously unreal. But use enough light so that each item going in can be clearly defined. Can be done "theatrically" ala Harry Potter or a sorcerer putting in "eye of toad. Wing of bat. Etc"

Bubble Advancement Ceremony

Capital Area Council

Equipment: Bubble solution, and bubble wand, awards to be given.

Personnel: Den Leader or Cubmaster, boy receiving award (and parents, if appropriate)

Set up: Den Leader spends a few seconds blowing bubbles with the Cubs and then calls them around him/her.

Den Leader: Did you know that soap bubbles can only join at one of two angles (places or ways)? There are no other possibilities. So the number two would be important if you were a bubble.

Den Asst: The number two is important to Cub Scouts also. Whenever you give the Cub Scout Promise you hold your right arm high with two fingers held out straight in the Cub Scout sign. The two fingers stand for the two points of the Promise; to help

other people and to obey. They also stand for the two alert ears of a wolf. A wolf that is always listening to Akela.

DL (Name) has been listening closely and working with his parents and in our den. He is now ready to receive his first/next bead in his Progress Towards Ranks. (Award bead and help boy get it attached. Your Den Chief could do this.)

DA We'll now form a living circle and give the grand howl in (name's) honor.

The Magic Colors
Capital Area Council

Props:

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

Cubmaster: Tonight I would like to show you the colors of the Cub Scouts.

CA First there is blue, which stands for loyalty, truth, and Honesty.

CM Then there is gold which stands for cheerfulness, Happiness, and Fun.

CA If we combine these two colors (pour the colors at the same time into the clear container and see what happens) we get green which stands for the earth and for the Boy Scout Program.

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

Magic Awards
Capital Area Council

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

Note:

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

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

Wave hand over hat, then put wand on table. Wait a few seconds and look surprised. Reach in hat and pull out an award card. Read the name and ask the Cub and his parents to come up.

After all of the Wolf awards been given out, go to the table and pick up wand. Study it and with a surprise, shake out the Bear awards. Pick them up and call out the names of the Cubs and have them bring their parents forward.

After the bear awards have all been presented, put your hand in your pocket and bring out a hankie. Wipe your brow, but to your surprise there is something attached to it. Read the award and give it out. Repeat, until all of the Webelos awards have been given out.

Advancement Ideas
Capital Area Council

Set Up:

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

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

Merlin

Capital Area Council

Personnel: Merlin and Cubmaster

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

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

Turn lights out. Fire caps.

Throw a handful of baby powder into the air for "smoke" effect. Lights on and Merlin is there amongst the "smoke" – coughing.

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

Goes through several Cub Scout magic tracks See Cub Scout Magic Book or Tiger and other Cub Scout Handbooks or simply does several silly magic tricks

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

Merlin pours water into mixing bowl with dry ice already inside. Awards are inside small bowl now floating in large bowl. Merlin stirs with staff: CO2 cloud should spill over and cover bowl

Cubmaster calls names of boys receiving advancement and one by one each boy stirs the brew.

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

When all boys have received their awards, give them a cheer and have them return to their seats.

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

Lights go out, caps pop, Merlin exits.

Cubmaster throws handful of powder Lights go back on.

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

The Magic of Cub Scouting

Capital Area Council

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

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

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

Then, in would go the Wolf Cub Scout (*enters the box*) and, Abracadabra! –out comes a Bear Cub Scout! (*Bear Cub Scout emerges.*)

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

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

SONGS

Where Has My Magic Hat Gone?

Sam Houston Area Council

(Tune: "Where Has My Little Dog Gone?")

Oh where, oh where has my magic hat gone?

Oh where, oh where can it be?

With its tall black top and its wide stiff brim,

Oh where, oh where can it be?

If You Like To See Cub Magic

Sam Houston Area Council

(Tune: "If You're Happy And You Know It")

If you like to see Cub magic, twitch your nose.

Let's see some tricks together, here we go.

Pull a rabbit from a hat,

Make your leader disappear,

If you like to see Cub magic, give a cheer. (Hoo-ray)

I am sure with a little work you could make this into two or three good verses. If you do, send them along to me, please.

Cub Scout Magic (Version 1)

Sam Houston Area Council

(Tune: Are You Sleeping?)

This song could be done as a round

Cub Scout magic, Cub Scout magic

Tricks are fun, Tricks are fun

I can fool my brother, Maybe even mother,

Everyone, everyone.

BIBBIDI BOBBIDI BOO

Sam Houston Area Council

Salagadoola mechicka boola

Bibbidi-Bobbidi-Boo

Put 'em together and what have you got

Bibbidi-Bobbidi-Boo

Salagadoola mechicka boola

Bibbidi-Bobbidi-Boo

It'll do magic believe it or not

Bibbidi-Bobbidi-Boo

Salagadoola means mechicka boola

But the thingamabob that does the job

is Bibbidi-Bobbidi-Boo

Salagadoola menchicka boola

Bibbidi-Bobbidi-Boo

Put 'em together and what have you got

Bibbidi-Bobbidi, Bibbidi-Bobbidi,

Bibbidi-Bobbidi-Boo!

Cub Scout Magic (Version 2)

(Capital Area Council

Tune: Alouette

Chorus:

Cub Scout Magic,

I like Cub Scout Magic!

Cub Scout Magic

It's a lot of fun!

Do you like to be amazed?

Yes, I like to be amazed!

Do you like my magic wand?

Yes I like your magic wand?

Do you like our rabbit tricks?

Yes, I like our rabbit tricks!

Make up other appropriate verses

Bring Back My Bunny to Me*Capital Area Council*

My hat is right there on the table,
My wand here, as all you can see.
With magic I'm quick and I'm able,
But where could my white rabbit be?

Bring back, bring back,
Bring back my bunny to me, to me,
Bring back, bring back,
Bring back my bunny to me, to me!

Take Me Out to the Magic Show*Capital Area Council*

Tune – Take Me Out to the Ballgame

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

STUNTS AND APPLAUSES**APPLAUSES & CHEERS***Capital Area Council*

Magic Yell – Pretend to reach up your sleeve. Pull your hand out and shout "ShaZamm!"

Disappearing Rabbit – Hold hands to the side of your head like bunny ears and shout, "Poof! Poof! Poof!"

Magician Applause – Take the imaginary hat off your head, make a magical gesture over the hat and say "Presto!"

Magic Hand Applause – Applaud with your hands in front of you, then with your hands behind your back while you say, "Now you see them, now you don't!"

Sam Houston Area Council

HANDKERCHIEF CHEER – Hold a handkerchief up and drop. Applause continues until the handkerchief hits the ground.

MAGIC CHEER – Group waves hands back and forth and says "Hocus Pocus!!" three times.

MAGICIANS CHEER – Pretend to take off top hat, reach into the hat with the free hand and pretend to pull out a rabbit, as they say "TA DA!!"

MAGICIANS CHEER (REVISITED) – Pretend to take off a top hat and wave your hand over the hat while saying "Hocus Pocus". Then pretend to reach into the hat and pull out a lion with a "ROAR!". Quickly stuff it back into the hat and say "Whoops, wrong spell!"

RUN-ONS*Great Salt Lake Council*

Cub #1: Which toilet bowl cleaner do most magicians use?

Cub #2: Vanish!

Cub #1: How do you make a magician faint?

Cub #2: Use a dizzy spell!

Cub # 1: I know a person who thinks he's an owl

Cub # 2: Who?

Cub # 1: Now I know two.

Cub # 1: How many birds can carry a big basket?

Cub # 2: I don't know. How many.

Cub # 1: Toucan!

Cub # 1: Why was the little bird punished at school?

Cub # 2: Why was he?

Cub # 1: He was caught peeping during a test.

Cub # 1: What do you get when you cross a cuckoo clock bird with an octopus?

Cub # 2: Beats me. What?

Cub # 1: A cuckoo clocktopus!

The Secret Message*Sam Houston Area Council*

Magician: Write a secret message on this piece of paper, but do not show me the message.

Spectator: *(Takes the paper, and writes a message on the paper. Magician turns his back to spectator.)*

Magician: Now put the paper on the floor, and stand on it.

Spectator: *(Stands on the paper, with only one corner sticking out.)*

Magician: I cannot see that message, but I know what is on the paper.

Spectator: You do not.

Magician: Magicians know everything.

Spectator: All right, If you're so smart, tell me what is on the paper.

Magician: Your foot!

THE MAGIC CIRCLES*Sam Houston Area Council*

Preparation: Cut out 3 paper circles the size of a quarter – use red, yellow and blue paper.

Magician: *(Places the three paper circles on the back of his hand)* Watch very carefully. I'm going to blow these 3 circles off my hand.

He blows on the circles, and they float to the ground.

Magician: I am putting the circles back on my hand.

Spectator: Big deal. Anyone can do that.

Magician: When I blow on my hand this time, only TWO circles will fly away. The other circle will not move.

Spectator: Really?

Magician: That's right. You pick the circle.

Spectator: I choose the red one.

Magician: Abracadabra, Alakazoo. I can do this trick for you!

Magician takes a deep breath. Then he puts his index finger on the red circle, and blows as hard as he can. The yellow and blue circles fly off his hand. The red circle does not move.

Spectator: You tricked me!

Magician: That's why they call it a magic trick!

THE MAGIC PAPER

Sam Houston Area Council

Magician: (Holds up a large sheet of paper, and shows it to the spectator.) How would you like to earn some money? Here is a sheet of magic paper. If you can tear it into four equal pieces, I will give you a quarter.

Spectator: That's easy. (He takes the sheet of paper and folds it in half. He folds it in half again, and then he tears the paper along the folds.) Here are your four equal pieces. (Hands pieces to the magician)

Magician: And here is your quarter. (Magician hands spectator one of the squares.)

Spectator: You tricked me!

Magician: Magicians know lots of tricks.

Alice, Golden Empire Council

Richard and Robert

Cub #1: Can you say "Richard and Robert brought a rabbit" without saying the "R's"?

Cub #2: No, that's impossible!

Cub #1: I can do it – Dick and Bob bought a bunny!

Corners

Cub #1: Can you take away four and leave eight?

Cub #2: No, it can't be done!

Cub #1: Can anyone else solve this puzzle?

(Let people try to guess how this could be done)

Cub #1: Let me show you how.

(He picks up a square of paper)

Here you have four corners.

(He cuts off each of the four corners)

Now you have eight corners!

I took away four and left eight!

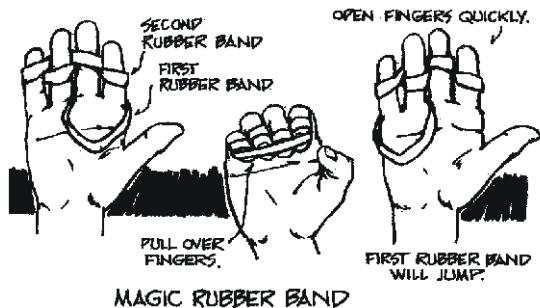
MAGIC TRICKS AND STUNTS

Be sure to check out Bill Smith, the Roundtable Guy's website for magic tricks

<http://wtsmith.com/rt/magic.html>

Here are two examples from the many magic tricks he has on his site –

The Magic Rubber Band



1. Loop one rubber band over the first two fingers of your right hand.
2. Place a second rubber band over the tips of all four fingers, twisting it between each finger.
3. Now grasp the loop of the first rubber band with your left hand bend the fingers of the right hand, and pull it over all four fingertips.

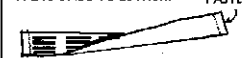
4. When you straighten the fingers quickly, the first rubber band will jump mysteriously to the third and fourth fingers as shown.
5. Make it jump back by repeating the process.

The Mobius Strip

1. CUT A 4-INCH STRIP THE TOP OF A DOUBLE SHEET OF NEWSPAPER.



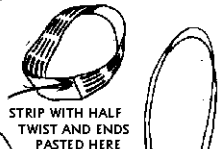
2. MAKE A HALF TWIST IN STRIP OF PAPER AND PASTE ENDS TOGETHER.



3. CUT THE RING OF PAPER IN HALF AS INDICATED BY THE DOTTED LINE.



4. IT BECOMES ONE LONG LOOP



5. CUT IT IN HALF AGAIN AND IT BECOMES TWO LOOPED CIRCLES

To learn more about a Mobius Strip, go to Bill's website, he has several links to sites with more information

Note from Alice:

Any of the following easy tricks could be assigned to a parent for the "Pull the Rabbit Out of the Hat" Gathering Activity or as a trick to be done in a Magician's Talent Show –For more tricks check CS Program Helps for April 08- Abracadabra, The How To Book, Section 7, the Den Chief Book or the Cub Scout Magic Book. Alice

Walk Through a Card

Alice, Golden Empire Council

An old but effective trick.

It's shown in the How to Book, pg. 7-4.

You challenge someone to walk through an ordinary postcard or 3 by 5 card – and it's actually easy!

Seeing Spots

Alice, Golden Empire Council

- ✓ You hold a cardboard with dots in front of your friend and ask how many dots are on the card. He'll say One.
- ✓ "Fine" you say, flipping the card over. "Now, how many on this side?" He'll look and say he sees 6 Dots.
- ✓ "Exactly," you say. "But let's check that other side again, shall we?"
- ✓ You flip it over and now he sees....THREE Dots!
- ✓ And the other side?
- ✓ Again, you flip the cardboard over and NOW he sees FOUR Dots! By this time, your friend is seeing spots.

Set Up

You will need to prepare a big piece of cardboard first. On one side, use a marker to make two dots like this:



On the reverse side, put five dots in this pattern. Here's how to confound your friend:

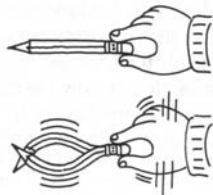
- First, show him side A, but with your hand and fingers hide the TOP dot. All he will see is that center dot, so he'll say that side A has One Dot.
- Now flip the card over, holding your fingers over the middle bottom space where there is NO dot. Your friend will say there are 6 dots, because he'll assume there's a dot where your finger is.
- Now, flip your card over to side A, but hold it right below the center dot, where a THIRD dot might be – but isn't! You friend will "see" Three Dots on the card. Again, in his mind, he completes the pattern.
- Flip over to Side B, and hold the card so the top center dot is masked ... and he will see ONLY Four Dots!
- It will seem to be quite a magical card you have there!

The Amazing Rubber Pencil

Alice, Golden Empire Council

- Cub #1:** *(holding up a pencil)*
Can you change this wooden pencil into rubber?
- Cub #2:** *(takes the pencil, looks perplexed)*
That's impossible!
- Cub #1:** Using my magical powers, I can change this wooden pencil to rubber. Just watch!

Lightly hold a pencil at the eraser end between your thumb and index finger. As you quickly bounce the pencil up and down, it will appear to others as if it has been made of rubber



Pick It Up and It's Yours:

Alice, Golden Empire Council

- Cub #1:** Can you pick up this dollar bill?
- Cub #2:** Of course!
- Cub #1:** OK – Stand here, with your back and heels against the wall. If you can pick up this dollar bill without moving your heels or your back away from the wall, it's yours!

Place the dollar bill less than a foot in front of Cub #2 – he will not be able to bend over without moving his back and/or heels away from the wall.

Paper Clip Connection:

Alice, Golden Empire Council

You will have to practice this before hand to remember just how to place the paper clips.



- Cub #1:** *(holding up dollar bill with paper clips attached as shown above)*

I can make these two paper clips connect without even touching them! Want to see how it's done?

Cub #2: Sure! It looks impossible to me!

Cub #1: Here goes!

He grabs the two ends of the bill and yanks it taut – the paper clips will link together.

Finger Power

Alice, Golden Empire Council

Cub #1: I have developed my magical powers so that I can mentally force your fingers to move, without even touching you.

Cub #2: I don't believe it!

Cub #1: I'll prove it to you. Clasp your hands together with your fingers intertwined. Now raise both your index fingers straight up in the air.

Cub #2: OK – but you can't touch my fingers!

Cub #1: *Make a great show of waving your hands over the other person's fingers – but never touching them –take a little time*

I command your fingers to move.

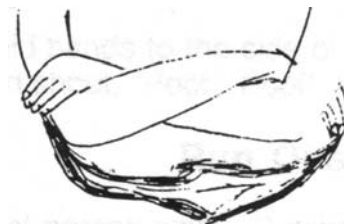
And they will – not because of your command, but because they can't stay up in the air very long in that position

The operative word is move not return to where they were – when I tried this they begin to shake a little from the strain of holding the position. Do not allow the boys to press the two fingers together. CD

Knot Likely:

Alice, Golden Empire Council

With great fanfare, ask for a neckerchief and then spread it out on a table. Ask if anyone can tie a knot in it while holding one corner in one hand and the opposite corner in the other hand – WITHOUT letting go of either corner! Let several people try. When everyone has failed, show them the secret:



Cross your arms in front of you as shown BEFORE you grab the opposite corners of the neckerchief. Now, WITHOUT LETTING GO of the corners, uncross your arms – the neckerchief will be knotted!

This used to be in the Cub Scout Leader Basic Training course to show people how to think outside the box. CD

Twelve Thousand Baffler:

Alice, Golden Empire Council

Hand around some pencils and paper to a few people. Tell them to work quickly – the first one done correctly wins! Now tell them to write a very simple number – Twelve thousand, twelve hundred and twelve. But the faster they try to write this number, the more perplexed they will be. Most will end up with something like 12, 1212.

The answer is that there IS no such number as 12 thousand, 12 hundred and twelve. You have to ADD together the component numbers 12,000 – 1200 – and 12 – which will actually give you 13,212 – the correct answer!

Color by Touch:*Alice, Golden Empire Council***Materials:** A box of wax crayons.**Directions:****Cub #1:** *(taking crayons out of the box to show that each one is a different color)*

I have tuned myself to read minds and “see” with my fingertips. Let me demonstrate. I need a volunteer.

Give the box of crayons to the volunteer

While my back is turned, I want you to choose a crayon – any one you want – and put it in my hand. Don’t tell me which one. Then hide the box with the other crayons in a place out of sight. Tell me when you are ready.

*Volunteer chooses a crayon, puts it in Cub Magician’s hand, then hides the others as he said.***Cub #2** OK, I’m ready.**Cub #1:** *(Turning to face volunteer, with hands still behind the back – magician scrapes a tiny bit off the top of the crayon with the right index fingernail)*

Now I want you to think of the color you chose – don’t say it, just think it.

*Cub Magician, still holding the crayon behind his back, brings his right hand forward and slowly up to his forehead, as if to concentrate – this shows your hand is empty and lets you sneak a look at the tiny bit of crayon in your index fingernail***Cub #1:** *(With a lot of drama)* My fingers are not seeing as well today. Your mind seems to be blank. Please concentrate and think only of the color of your crayon.*Making it look difficult, the magician finally announces the correct color of the crayon.***Even or Odd***Alice, Golden Empire Council***Magician:** I need a volunteer to turn around, take some coins from his pocket and hold them inside your closed fist.*(Volunteer does so)***Magician:** OK, now I am taking some coins from my pocket, and I will hold them in my fist. Now we both have coins concealed in our hands. Although I have absolutely no idea how many coins you have in your hand, I can positively predict that when my coins are added to yours, if your amount is odd...it will become even. If your amount is even, it will change to odd.Please count your coins. *(The audience member counts his change and finds that he has an odd number of coins.)***Magician:** *(The magician adds his coins to the spectator’s)* Now, please count the coins. *(As predicted, the amount will change to the opposite)***Magician:** *(Making a great show of it)* Proof positive – my magic has changed your coins to an (say even or odd) total!**SECRET:** It may look like this trick depends on the magician magically knowing the exact amount of coins in

the volunteer’s hand, but nothing could be further from the truth. The trick works regardless of the amount. The secret is that the magician’s hand always contains an odd amount of coins. The odd amount of coins, when added to the audience member’s will make an even amount total odd, and an odd total even.

Drop Out Pins*Alice, Golden Empire Council*This trick is really an optical illusion. Before you start, get two identical and large safety pins. Now you want to close each pin – But here’s the trick: Put the pointed end of each pin into the **other** safety pin – you will have two safety pins making a “V” shape, and they will actually be attached to each other.

Now pick up the pins, covering the bottom of the pins (the loops where the pointed end comes out). By holding the pins between your thumb and index finger, and covering the bottom of both, it will look like you have two ordinary safety pins, closed up as usual.

Display the pins as above, and point out that they are securely fastened. (Still hiding the bottom)

Hold the pins about 12 inches above the table and tell everyone you will cause the pins to open magically.

Now drop the pins. They will come to rest, separated and in the open position, without you really having to do anything.

Now, close each safety pin, give them to a volunteer and ask them to duplicate the magic!

JOKES & RIDDLES**The Secret Message***Sam Houston Area Council***Magician:** Write a secret message on this piece of paper, but do not show me the message.**Spectator:** (Takes the paper, and writes a message on the paper. Magician turns his back to spectator.)**Magician:** Now put the paper on the floor, and stand on it.**Spectator:** (Stands on the paper, with only one corner sticking out.)**Magician:** I cannot see that message, but I know what is on the paper.**Spectator:** You do not.**Magician:** Magicians know everything.**Spectator:** All right, If you’re so smart, tell me what is on the paper.**Magician:** Your foot!**Trick Jokes***Sam Houston Area Council*

I did a trick on the phone just yesterday, but no one was watching.

I did this trick over the radio last week and a hundred people wrote in saying they didn’t see how I did it!

Magician Riddles*Sam Houston Area Council*

What kind of magician does it take to light a match?

Answer: A Fire-Poof one!

What do you get when you cross a snake with a magician?

Answer: Abra da cobra

What do you get when you cross a bird with a magician?

Answer: A flying sorcerer

What do you get when you cross a rabbit with a lawn sprinkler?

Answer: Hare Spray

Why did the magician cancel his show? *Answer: He just washed his hare and couldn't do a thing with it.*

Favorite Trick*Capital Area Council*

Cub #1: I understand you like to do magic tricks. What's your favorite?

Cub #2: Sawing people in half.

Cub #1: Interesting, and are there any other people in your family?

Cub #2: Yes, I have two half brothers and two half sisters.

KNOCK, KNOCK*Sam Houston Area Council*

Cub #1: Knock, Knock

Cub #2: Who's There?

Cub #1: My Magic Hat Goes

Cub #2: My Magic Hat Goes Who?

Cub #1: I didn't know you could pull an OWL out of a magic hat!

SKITS**Magic Kite***Capital Area Council*

Personnel: 6 Cub Scouts

Equipment: Ball of string with a kite tail

Cub #1: What's that?

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

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

Cub #2: It'll fly, it is magic!

Cub #3: Kites can't be magic!

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

Cub #4: Then what?

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

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

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

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

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

Mixed Up Magic*Capital Area Council*

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

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

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

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

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

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

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

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

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

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

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

Cub #1: No problem. This is one of the easiest spell in the book. I've read it lots of times. I practically have it memorized. Let's see—what were those magic words? Hmm. Abra-cadabra! Clean my room! That oughta do it! (He raises his arms and waves them around. A pile of clothes and toys flies in from offstage.) Oops, I guess I goofed a little.

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

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

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

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

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

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

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

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

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

They begin picking up the toys and clothes.

A boy walks across the stage carrying a sign that reads "HOURS LATER."

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

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

Unspelling the Spell*Alice, Golden Empire Council*

Personnel: Three Cub Scouts – or just add in to match the number of boys in the den and reassign some of the parts.

Prop: A set of rabbit ears for Cub #3

Cub #1: (*walking along*) I wonder where (*fill in the names of other Cub Scouts*) are today. They weren't at the Den Meeting today. Oh, there's (*name of Cub #1*) Hey, he's got a rabbit with him!

Cub #2: Hi! I sure am glad to see you! You've got to help us! (*names Cub #3*) and I really need your help!

(*Cub #3 acts like a rabbit throughout the skit, and hops alongside Cub #2*)

Cub #1: Sure, I can help! What's the problem?

And where is (*he names Cub #3*)? By the way, that's a nice friendly rabbit! (*pats the bunny on the head*)

Cub #2: That's just it – that's not really a rabbit. It's (*names Cub #3*)

Cub #1: A Rabbit?? How did he get to be a rabbit?

Cub #2: Well, we were watching a magician, and we accidentally made him mad!

Cub #1: What did you do to make the magician mad?

Cub #2: Well, we saw the magician throwing a soda can on the ground, so we told him he shouldn't litter. The next thing you know, he spelled a whole bunch of weird words and Poof! (*name of Cub #3*) turned into a rabbit!

Cub #1: Hmmm, maybe that's the key! Can you remember the words he spelled?

Cub #2: Let me think... (*wrinkles his forehead, scratches his hair*) One was MADAGASCAR...one was EQUATION.. And one was DIMPLE. (*pauses*) And then he spelled RABBIT!

Cub #1: (*pacing back and forth and thinking hard*) Ok, let's see. He spelled the words, and then... (*turns excitedly*) That's it! He spelled the words which made the spell. So now all we have to do is Unspell it!!

Cub #2: Huh?

Cub #1: We spell the words backwards! Come on, try it! (*Everyone looks very busy, perhaps with a paper and pencil to work out the words*)

All Cubs except #3:

RAGSAGADAM; NOITAUQE; ELPMID; TIBBAR

(*They look around at Cub #3*)

Cub #3: (*slowly stands, takes off the ears, and looks around*)

ALL: Hooray!

Cub #3: Thanks guys! I was getting really tired of carrots!

CLOSING CEREMONIES**The Magic Of Cub Scouting Litany***Sam Houston Area Council*

I debated how to list this one – As I did or maybe have the Cubmaster read all the parts and the pack respond with “That’s Magic” or as a Cubmaster’s Minute with no participation. Choice is yours. CD

Have audience to respond with “That’s Magic” after each part

Cub # 1: To take a little boy and help him grow into a man

All That’s Magic

Cub # 2: To teach him how to make things and let him know he can.

All That’s Magic

Cub # 3: To watch him learn the Cub Scout Promise and apply it in his life.

All That’s Magic

Cub # 4: To see him grow in mind and body, overcoming strife.

All That’s Magic

Cub # 5: To watch his family beam with pride at everything he’ll do.

All That’s Magic

Cub # 6: And to love him even if things don’t go as he wanted them to go.

All That’s Magic

CM As his Scouting leaders, we also beam with pride, because we know he’s learning and growing up inside. That’s Cub Scout Magic.

MAGIC WORDS CLOSING*Sam Houston Area Council*

Cubmaster: There is a very special kind of magic. This magic will open the coldest heart and win wonderful friends for us.

Cub Scouts come on stage, each one carrying a different sign. Examples are: Please, Thank you, Pardon me, Excuse me, You’re welcome, How nice you look, I admit I made a mistake.

Cubmaster: Simple words, but important words that tell someone else that you are appreciative, courteous and thoughtful. Add kind deeds to the magic of words, and the possibilities are unlimited. A smile happens quickly, but the memory of it lasts a long time.

It’s Up to You*Capital Area Council*

Personnel: 5 Cub Scouts

Equipment: None

Cub # 1: God gave you this day to do just what you would, You can throw it away; or do some good.

Cub # 2: You can make someone happy; or make someone sad

What have you done with the day that you had?

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

Cub # 4: You can hand out a smile; or just give ‘em a frown, You can lift someone up; or just put them down.

Cub # 5: What did you do with your beautiful day? God gave it to you; did you throw it away?

Happy Faces*Capital Area Council***Personnel: 8 Cub Scouts****Equipment:** A happy face sign for each

- Cub # 1:** I think there were 1,000 smiles here tonight, but did you know
- Cub # 2:** A smile costs nothing, but creates much.
- Cub # 3:** It happens in a flash, but the memory sometimes lasts forever.
- Cub # 4:** It cannot be bought, begged, borrowed or stolen,
- Cub # 5:** But it is of no earthly good to anyone unless it is given away.
- Cub # 6:** So, if in your hurry and rush you meet someone who is too weary to give you a smile, leave one of yours.
- Cub # 7:** No one needs a smile quite as much as a person who has none left to give.

Cubmaster's Minutes**IT'S MAGIC***Sam Houston Area Council*

You know, we are all magicians.

It doesn't take a magic hat; it doesn't take a magic wand. Magic is always present in our lives.

The magic of a sunset, of a friend's kind word or deed, or how we are loved and needed. These things can leave a magical feeling within us. The greatest way we can use the magic around us is by using it to quietly help others and not be so concerned about getting the credit.

Maybe we can provide magic for others by doing small deeds that will make another person wonder who did the deed for them. Cub Scouts, can you create a little magic for someone else this month?

Magic of The World*Capital Area Council*

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

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

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

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

THEME RELATED STUFF**The Magician's Oath***Sam Houston Area Council*

- 1) Never ever repeat a trick.
- 2) Never, never, never give it away.

When you've fooled a group of friends with a trick and they're trying to get the secret from you, just remember they're trying to turn you from a baffling Magician into somebody with a cheesy little trick. Don't tell them the secret. Just smile. Remember the magic words: "Let me show you something a little different..."

Rules of Magic:

- **Practice, Practice, Practice!**
- **Better one good trick than 10 not-quite ready ones!**
- **Don't reveal the secret!** (*although some simple tricks between friends might be ok to share*)
- **Don't repeat the same trick, unless repetition is part of the trick.**
- **Don't try to make your audience look foolish.**
- **Know when to start** (*when people are waiting for something to happen*) **and know when to Stop** – (*before people get bored – Leave them wanting more!*)
- **Act the part – and Smile!** (*Your audience wants to have fun*)
- **Know what to do if the trick fails ~ see below:**

And if the trick goes wrong:*Alice, Golden Empire Council*

Good magicians know that sometimes a trick doesn't work – the earth is rotating too slowly, your hands are sweaty, it's Friday the 13th – for whatever reason, a good magician just goes on. They either move on to another trick or use humor to keep the audience happy. Here are some Great Things to Say when your trick doesn't work:

- Well, it worked in the Magic Store!
- It looked great from my side!
- The real magician will be here shortly!
- When I get this trick right, it won't be a trick – it will be a miracle!
- That was actually a trick we magicians call misdirection – while I kept your attention by pretending to mess up the trick, my assistant sneaked by with an elephant for a trick I'm doing later. If you don't believe me, go check in the other room!
- OK! On to the next trick!
- Hey, what do you expect? I got this trick out of *Magic for Dummies!*

A Parent's Magic Bag of Tricks:*Alice, Golden Empire Council*

This is not, strictly speaking a magic trick – but parents will certainly appreciate this Magic Bag of Tricks when faced with a journey with children in a car, train or plane, or a long wait at a restaurant or doctor's office!

There are some important rules:

- Use the bag only in these situations – otherwise, it will lose its appeal!
- Only one thing at a time for each child can come out of the bag!

• Everyone must share the “magical” things in the bag! Any bag will do – but a colorful cloth one is extra special. It needs to have a secure closure, either a drawstring or a zipper. Use only unbreakable items, and put individual things in sealable plastic bags to keep them handy. Here are some suggestions of what to put in your bag:

Pads of paper, pencils, colored pencils, crayons, re-useable stickers and sticker books, stopwatch or small hourglass, matchbox type cars, finger puppets, trivia books, playing cards, dice, magnifying glasses, Rubik's cube or other 3D puzzles, magnetic travel games, small plastic army men, animals, dinosaurs or action figures, Etch a Sketch, pipe cleaners, shoelaces, origami paper & directions, small blunt scissors, scotch tape, sidewalk chalk, balloons, jump rope, jacks or marbles, a small book of game ideas.

- * For a car trip, add: inflatable ball, Frisbee, hacky sacks, clipboard or lapboard for each child, glow sticks, small flashlight (set a rule that no one can aim at the driver or rear-view mirror)
- * For a restaurant bag: Add games that need a table to play, such as Pick Up Sticks, Slamwich card game

Try it – you will definitely like it!

And the results of having a “Bag of Tricks” will certainly seem magical!

Fun Facts About Magic*Alice, Golden Empire Council*

- ✓ The word magic comes from the Persian word "magus," a priestly class.
- ✓ Magic has many names: conjuring, hocus pocus, prestidigitation, legerdemain, necromancy, sorcery, thaumaturgy and wizardry are a few of them.
- ✓ The phrase Hocus Pocus may have come from a wizard of the Middle Ages known as Ochus Bachus, but some people think it comes from hoc est corpus, a Latin phrase from the Catholic Mass.
- ✓ Ancient priests and shamans often used their knowledge of eclipses to perform “magic.” Even Christopher Columbus used his knowledge of an upcoming eclipse to show his “magic” to Jamaican islanders. He called in the chiefs, warned them that God was about to blot out the moon for letting his men starve, and then took credit for the “restoration” of the moon from an eclipse when they brought food to his ship.
- ✓ Levitations of people were performed in Greek dramas as early as 431 B.C.

- ✓ The ancient Greeks erected statues of their favorite magicians, and Homer mentions “conjurers” in the Illiad.
- ✓ More than 2,000 years ago, Hero of Alexandria described temple doors that opened mysteriously when a nearby fire was lit by priests.
- ✓ Algonquian-speaking tribes from the Northeast to the Great Plains used ventriloquism to create the illusion of spirit voices.
- ✓ Early religious dramas, or passion plays, held in Medieval churches, often featured individual and mass levitations.
- ✓ An early painting by Hieronymus Bosch, called The Juggler, shows a pickpocket working the crowd while a magician performs a cups and ball routine.
- ✓ Although the Indian Rope Trick is one of the oldest and most famous tricks, it has never been performed outdoors, in full view of the audience.
- ✓ Robert Houdin, from whom Houdini took his name, introduced the wearing of a tie and tails instead of a wizard robe for magicians.
- ✓ Herrmann the Great extracted a cigar from the beard of President Ulysses S. Grant.
- ✓ The Bullet Catch is the most dangerous trick in magic, and has killed over a dozen magicians. A marked bullet is fired at the magician, who catches it on a plate or even in his teeth!
- ✓ During World War II, magician Jasper Maskelyne hid the Suez Canal and Alexandria Harbor from the Germans and helped the Allied Forces win the war in Africa. Check out his book Top Secret!
- ✓ Harry Blackstone once saved a crowd of children from disaster. In September 1942, a fire broke out at the Lincoln Theatre in Decatur, Illinois. Rather than cause panic when a fireman told him the situation, Blackstone told the audience to follow him outside, where his next trick would be performed.
- ✓ Magician Harry Houdini was the first man to fly an airplane in Australia.
- ✓ You can become a professional magician as early as 12, by joining the worldwide International Brotherhood of Magicians, the world's largest magic organization.
- ✓ In the late 1800s, magicians frequently used robots or automatons in their shows - they played cards, chess and even sketched profiles of their spectators.
- ✓ The oldest magic store in the United States is Flosso-Hornmann Magic Shop in New York City, established in 1869, once owned by Houdini, and still in operation.
- ✓ Television talk show hosts Johnny Carson, Dick Cavett and Arsenio Hall all started out as magicians.
- ✓ Other famous people who were magicians: Don Johnson, Woody Allen, Dick Van Dyke, Milton Berle, Cary Grant, Bill Bixby, Jimmy Stewart, Steve Martin, Muhammad Ali, Bob Barker, George Bush, Jerry Lewis, Boris Karloff, Dom DeLuise. Charles Dickens was also an enthusiastic amateur magician.

- ✓ Magicians have also been inventors: Jasper Maskelyne invented the typewriter keyboard, another the telephone relay system, still another invented the Microwriter, a pocket-sized typewriter with five keys and a computerized personal organizer.
- ✓ The Magic Castle, a private club for magicians, has many Hollywood stars as associate members.

Some Famous Magicians

Alice, Golden Empire Council

- ✓ An 18th century Dutch magician used the hollowed out wooden leg as a secret hiding place for props. Eliaser Bamberg had lost his leg in an explosion.
- ✓ Another famous 18th Century magician was Matthew Buchinger. He was born without arms or legs and was 29 inches tall. But he was a master of "Cups & Balls" and a musician who had four wives and 11 children!
- ✓ An African- American named Richard Potter, or "Black Potter," was a great ventriloquist and magician. It was said that he could swallow molten lead, enter a heated oven with a leg of lamb and stay there until the lamb was cooked, and dance on eggs without breaking them!
- ✓ Adelaide Herrmann, the wife of Alexander Herrmann, America's foremost magician of the late 19th-century, toured the world for almost 30 years with her own spectacular magic act after her husband died. She was one of the first women to be fired from a cannon, and the first woman to perform with an old-fashioned high-wheeled bicycle.
- ✓ Orson Welles, the actor and film director, had his own magic show for U.S. soldiers during World War II.
- ✓ John Gardner, author of the 14 most recent James Bond thrillers is a magician. One of his novels, *The Confessor*, is a thriller about a master spy who is also a secret master magician.
- ✓ Harry Houdini died on Halloween in 1926 and is still the world's best known magician. He took his name from French magician Robert-Houdin, and was famous for showmanship and as an escape artist. He made several silent films and created many special effects and received a star on the Hollywood Walk of Fame after his death.
- ✓ Magician John Henry Anderson had a trick called the "Inexhaustible Bottle" in the 19th Century – he would pour various drinks, ordered by the audience, from a single bottle
- ✓ Magician Okito (Theo Bamberg), was totally deaf and called himself "The Silent Oriental."
- ✓ Doc Nixon wore an Oriental costume, and really vanished in 1939. There were rumors he became a Tibetan monk.
- ✓ Chung Ling Soo, the most famous Chinese magician of all time, was really an American named William E. Robinson. His true identity was discovered when he died in 1918 doing the Bullet Catch trick on a London stage.

- ✓ Blackstone The Magician (as Harry Boughton was known) was also as a popular comic book hero of the 1940s. He appeared each month in *Super Magician Comics* solving mysteries as a magician detective.
- ✓ David Copperfield, a famous illusionist, has the greatest collection of magic books, tricks and memorabilia in the world. He also has a star on the Hollywood Walk of Fame and is the world's richest magician – he's on the Fortune 500 list!
- ✓ Howard Thurston switched from a ministry student to a magician after seeing Herrmann the Great. While thinking about the show, he was mistakenly given a train ticket to Syracuse, where Herrmann was headed, instead of Philadelphia. Although he was too shy to speak to the magician, he later bought his show. He was known for making a man magically turn upside-down in a box far too small, making a singer and her piano disappear and reappear in mid air over the audience, and making a girl reappear in a trunk suspended over the audience.
- ✓ Horace Goldin, "The Whirlwind Wizard," had a thick Polish accent and a stammer. So instead of the usual spiel of talking, he did 45 tricks in a 17 minute show, including sawing a woman in half!
- ✓ Cardini was another silent magician – he acted the part of a bewitched and drunken British gentleman, complete with monocle and tuxedo, and while "trying to remove his white gloves" performed all kinds of tricks with cards, billard balls that changed color, cigars and cigarettes.
- ✓ Ed Marlo wrote over 60 books about magic with cards, contributing over 2,000 separate tricks. One night, two magicians and their wives took Marlo and his wife to dinner for his birthday. During the drive, one of them mentioned a new card trick – after the group got to the restaurant, they realized Marlo was missing – he was still in the back seat of the car, working on various methods to do the new trick!
- ✓ In 1985, Harry Blackstone's original "Floating Lightbulb," built by Thomas Edison, was the first Magic donation made to the Smithsonian.
- ✓ Eldon D. Wigton (Dr. Eldoonie) is the world's fastest magician. He performed 255 tricks in 2 minutes on April, 21 1991
- ✓ The world's stongest magician is Ken Simmons, who can bench press over 500 pounds. (*Linking Ring 11-97*)

TIGERS

Are you preparing to recruit this year's Kindergartners now for next year's Tigers??? They could go to day camp this summer with your pack!! And enjoy all your summer events. Then in the Fall they will be all psyched for a great year. Don't miss this opportunity Kindergartners become eligible for Tigers on June 1!! CD

Tiger Walking Sticks

Circle Ten Council

How about making your Tigers get a special treat for their outdoor adventures at a Tiger Cub Day or their first time at Day Camp?? Make Walking Sticks by either getting the parents together one evening before the event or (*better*) have the Tigers and their Adult Partners do this at a meeting. Walking Sticks are fairly easy to make and the supplies are easy to get. This isn't a difficult craft to do.

Materials:

- 48" to 60" broom handle or stave (Some hardware stores still sell replacement broom handles)
- Leather Scraps
- Imitation sinew or plastic gimp
- Pony beads
- Feathers
- Leather lacing
- Heavy sewing needles

What to do:

- ✓ Drill a 1/4" hole about 1" down from the top of the handle/stave.
- ✓ Cut the leather into a size that will almost wrap around the handle/stave. Make it about 6" tall.
- ✓ Using a hammer and nail, punch holes along 6" edges to sew through.
- ✓ Using two needles and sinew; sew the leather around the handle/stave. This is done just as if lacing a shoe.
- ✓ String some beads and feathers onto some more sinew and tie on the grip so that they hang down from the grip area.
- ✓ Tie a piece of leather lacing through the hole in the handle/stave.

Hike and Sketch

Circle Ten Council

Now take your walking stick on a hike –

Have each Tiger and Adult Partner make a mini sketchpad to help them understand the world around them. After making the sketchpad, have the Tiger and Adult Partner walk around the park and fill it in together. The ideas should be the Tigers.

To make the sketchpad - Cut a 4" x 5" sheet of cardboard and staple a 20" length of string to the upper left corner. Tie a pencil to the other end. Now take an 8 1/2" x 11" piece of paper and fold into fourths and cut (you will need 6 pieces). This is the size of paper for your sketchpad. List each page as follows:

Page #1

My favorite feeling about the environment:

I like _____

I smell _____

I can feel _____

I can hear _____

I can see _____

Page #2

Mark out a 1 foot by 1 foot square of ground and have the Tiger study this square then write.

My very own plot of ground and what I observe in this plot of ground

Page #3

Draw a picture of something special that you saw today. Draw a section of a stream bank, a mountain, a flower, a tree, a lake, or an animal.

Page #4

What's special about this environment? _____

What have humans done to change it? _____

How do I feel about this environment? _____

Page #5

Write a little of your thoughts about today's activities using words that you collected when using your five senses: Seeing, Hearing, Feeling, Tasting, Smelling.

Page #6

My very own bark rubbing:

Tiger Cub Graduation: Path of a New Challenge

Baltimore Area Council

Personnel: Cubmaster(CM), Tiger Cub Den Leader(TL), Tiger Cub Den Assistant(TA), Wolf Den Leader(DL), Den Chief (DC)

Props:

A Cub-alabra with 1 tall white candle, 1 black candle and 1 Orange candle

A bridge or props (rope, string or crepe paper) to create the look of a bridge

Pieces of construction paper

Graduation certificate for each Tiger

Wolf Handbook for each Tiger.

On the pieces of paper, place various symbols of Cub Scouting, e.g. the rank badges, the Sign, Handshake, Motto, Salute, Promise, Law, Webelos and the Arrow of Light symbol. Use as many or as few as you wish. Place them on the floor of the bridge in such a way to make crossing the bridge without stepping on them difficult for a Tiger Cub.

CM: Tonight we honor our Tiger Cubs. Will our Tiger Cub Den Leader please introduce our Tigers and their Adult Partners? (Tigers and Adults come forward).

TL: (Lights white candle). White is for the purity of living.

DC: (Lights black candle). Black is for the unknown, the fear and doubts.

TA: (Lights orange candle). Orange is for knowledge, joy and confidence.

TL: These are the colors of the Tigers. You have completed the year of the Tiger Cub Program.

TA: Adults, please remove your Tiger Cub's orange neckerchief and Tiger Cub cap.

TL: Here is a certificate of graduation for all to see that you have graduated from Tiger Cubs. As your Tiger Cub Den Leader, I will show you the path of a new challenge - the challenge of the Wolf Cub Scouts. Each step you take tells you what you must learn, so you can earn your next rank.

CM: Walk the bridge of Cub Scouts without stepping on the Cub Scouting symbols, and meet me on the other side. On the other side stand the Cubmaster, Wolf Den Leader and Den Chief.

The Wolf Den Leader puts the Wolf neckerchief on each Tiger Cub as he finishes crossing..

The Den Chief hands each Tiger the Wolf Book.

CM: Congratulations on achieving this goal. As you crossed this bridge, you may have noticed that the path was not easy for you. Life is full of challenges, but I will only ask that you always do your best in whatever you do in your daily life. Your Den Leader and Den Chief stand before you, ready to lead you on your next adventure.

PACK AND DEN ACTIVITIES

Alice, Golden Empire Council

- ✓ Look for a magic store in your area. They may be willing to let your den visit and check out some magic.
- ✓ Have each boy learn one magic trick really well. Go over the rules about magic and discuss how to really be a showman. Let each boy come up with his own name and costume. Encourage the boys to choose a spectacular name – alliteration makes the name seem grander (The Amazing Allen), or use descriptive adjectives, like The Marvelous, Mystifying, Magical Milton.
- ✓ Boys could also make their own poster advertising their particular name and talents. Display posters at the pack meeting, where each boy can give his performance. If you want to see some typical posters, go to www.uelectric.com/allmagicguide.html, scroll down and click on posters
- ✓ Find a local magician – check with pack members, or ask the local reference librarian. There are often Magic clubs that have lists of local magicians. Invite a magician to visit your pack or den and share some magic.
- ✓ Have a Magician's Challenge – parents pull out directions for a simple trick and have to perform it. Boys could already have practiced some simple tricks to wow their parents and the audience. In other words, stack the deck for the boys!

- ✓ If the boys are going to perform, make sure they get lots of practice – and teach them the Rules for Magic and What to do if the Trick Goes Wrong – under Theme-Related Material.
- ✓ If there's a performance in your area, take the den or pack to see it – check at www.allmagic.com/allmagicguide for a listing of some performances; also check with local Magic Clubs and in newspaper entertainment listings
- ✓ Make magic kits for each boy – include some of the simple props and directions for how to do the tricks.
- ✓ Check at party stores or Oriental Trading online to purchase inexpensive Top Hats. Make wands using directions in Program Helps.
- ✓ Try out some of the magical recipes for den or pack refreshments.
- ✓ Have a Magician's Hall of Fame display at the Pack meeting – you could either feature actual magicians, or have each boy add his own poster.
- ✓ For some great magic trick ideas in books, check with your local reference librarian - There's even a Klutz Book of Magic by John Cassidy and Michael Stroud

More Tricks, Games, and Activities

Sam Houston Area Council

From Cub Scout Leader How-To Book-

- ✓ Tricks & Magic – pages 5-49 to 5-58
- ✓ How to hold a Space Derby – pages 6-29 to 6-31

Magic Wand

Capital Area Council

Materials:

- ¼-inch wooden dowel 12 inches long
- Sandpaper
- Glossy black paint
- Glossy white paint
- Masking tape

Directions

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

Meeting Ideas

Capital Area Council

- ✓ The boys can learn some simple magic tricks in their den meetings or at home and then individually or as a den they can perform their tricks at pack meeting for their families and fellow Cub Scouts.
- ✓ There are many people who make magic their hobby and may be willing to come and perform their magic show at your pack meeting. There are also some very professional magicians who charge a fee to come and do their magic shows, some of them are very good and do not charge a great deal of money.

Cents of Strength*Capital Area Council*

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

The Secret

What you need:

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

The Preparation:

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

The Method:

Borrow a penny from a friend and pick it up with your right hand, holding it with the thumb, index and middle fingers, since the last two fingers are already curled-up (with the bent penny inside). This should look natural.

Now, you need to toss it into the left hand a few times, each time closing the left hand around the coin and opening it up. Do this twice.

Next, execute the Bobo Switch. This is a wonderful utility move that you should know. This will switch the bent coin for the borrowed one. (The description of the Bobo Switch begins with the first toss above.)

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

What you do is this: your right hand, with its palmed coin, goes into your right pants pocket, drops the coin and comes out with the keys. Don't make a "move" out of it; just do it.

Then, wave the keys over your left hand. Now, your right hand is "clean", with no borrowed penny in it!

Now to the acting... just squeeze you left hand and look as if you are concentrating on that hand. Sweat a bit, if you can. Then, slowly open up your left hand and show them the bent penny. Let them keep the penny and they'll be telling their grandchildren about you years later!

Invisible Vision*Capital Area Council**A neat card trick that's easy to do!*

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

What You Need:

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

- Set up the deck to that all of the cards are facing the same direction.

To Perform:

Shuffle the deck. When you do this, you must shuffle them so that the cards are shuffled in the same direction. That is, when they are shuffled, the backs of the cards stay the way they were when you set up the deck. Any overhand shuffle will do.

Have your friend freely select any card. Have him look at his card and remember it.

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

Have him return his card and shuffle the pack as before so that the cards remain facing the same direction. At this point, you have a pack of cards with the backs all facing the same way — except for one card.

Fan the cards with the backs towards you. If you are looking at the backs and they are all pictures, it will be way too obvious to your friend that his card is the only reversed on there, so be sure he doesn't see the backs

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

Let's Do Magic - How?*Capital Area Council*

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

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

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

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

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

Do not explain your tricks. Keep them guessing.

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

Upside Down George*Capital Area Council*

Act – Fold paper dollar, unfold and George turns upside down.

How –

- 1) Fold dollar bill so picture is right side up, fold in half, long way with picture inside.
- 2) Fold in half again from right to left.
- 3) Say magic words, unfold the bill from the back and from left to right.
- 4) Lift up the last fold and George will be upside down.

Appearing Penny*Capital Area Council*

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

Needed:

Paper cup with bottom cut out

Red circle cut from sheet of construction paper

Full sheet of same color paper. *You may wish to mount this on cardboard for stiffness.*

Penny

How –

Prepare cup by cutting off the bottom,

Trace cup rim on red paper. *Rim is top edge of cup*

Cut out circle and glue on cup rim. *Make sure paper cannot be seen from outside of cup*

When no one is watching, place penny on sheet of matching paper,

Put cup over penny with open end up. *Circle of red on cup rim covers penny.*

Hold up cup and sheet of paper. *Press cup tightly against sheet of paper.*

Have people look into the cup and see nothing. *(They are looking at the false bottom)*

Say magic word, lift cup and penny appears.

Invisible Ink*Great Salt Lake Council*

One of the best ways to send a secret message is to write it in invisible ink. There are several types of invisible ink.

Lemon Juice Ink: Squeeze the juice of half a lemon into a small dish. Orange juice and grapefruit juice can also be used. Use a toothpick and write with it like ink.

Sugar Water Ink: Put half a teaspoon of sugar into a half a glass of water and stir until the sugar is completely dissolved.

Honey Water Ink: Put half a teaspoon of honey into half a glass of water and stir until the honey is dissolved and the water is clear.

Onion Juice Ink: Peel a small onion. Grate in into a pulp and let the pulp stand in a small dish. After several minutes you will see that part of the pulp has become liquid. It sinks, but this liquid makes excellent invisible ink.

Combination Ink: Slice a piece off the end of the onion and the lemon and squeeze out the juice (you will need about 4 drops of each) into a small bowl or jar lid and about 17 grains of sugar and stir with a toothpick until dissolved.

Write with the toothpick.

To reveal your message written with any of these inks, hold the paper carefully over a light bulb until the message appears.

Tips And Hints To Help You Become**A Successful Magician***Capital Area Council*

- 1) Practice in front of a mirror so you can see the trick as your audience will. Practice lots!
- 2) Practice the “patter” as well as the trick. Figure out before hand what you want to say during the show.

Good patter will help distract the audience just enough to keep them from guessing how you’ve pulled off your magical feats! Here’s a start for you:

- ✓ **I have a magic trick for you.**
- ✓ **It should be lots of fun.**
- ✓ **Pay very close attention,**
- ✓ **And guess how it is done!**

- 3) Resist the temptation to tell how the trick worked... keep them guessing and they’ll be even more impressed with your show.
- 4) Never do the same trick more than once for the same audience. It makes it too easy for the audience to guess how it was done.
- 5) Control the seating arrangements, some of the tricks require that the people be looking straight at you. Have the audience remain seated throughout the show.
- 6) Wherever you can, borrow the objects from the audience... coins, pencils, napkins, etc. Borrowing from the audience makes it seem like the magician hasn’t had time to do anything sneaky to the item. This makes everything seem more magical!
- 7) Lovely Assistant: a lot of the card tricks (or any other mind reading type tricks) work well using a magical puppet or stuffed animal as your assistant.

A unique approach*(and a good way to battle stage fright)*

Try putting on an entire show where you aren’t a magician at all... instead claim that you bought a puppet from an old gypsy woman and it turned out to be magic (you can make up a cool story to use as your patter). Have the puppet or stuffed animal “whisper” the answers into your ear. Having a puppet do all the work, may keep you from getting stage fright! I’ve included the puppet image on all the tricks that will work well this way.

Activities*Capital Area Council*

Go Visit a Magic Store

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

Make Magic Wands

Learn Magic Tricks and feats of illusion

Matt’s Trick*Capital Area Council*

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

How It’s Done:

- ✓ Ask a person to shuffle the cards and then choose one card.
- ✓ Have them give you the deck.
- ✓ Take three cards from the bottom.
- ✓ Tell the spectator to put their card on top of those three, then to place the four cards at the bottom of the deck.
- ✓ Shuffle the deck, but be sure to keep the four bottom cards in the same spot. Shuffle the cards a couple of times.

- ✓ Now take the first bottom card and place it face down on the table.
- ✓ Take the new bottom card and put it at the top of the deck.
- ✓ Place the other two bottom cards face down on the table. The last card you put down is the spectator's card. Be sure you have that card at the top of the tabled pile.
- ✓ Set the rest of the deck aside. Pick up the tabled cards.
- ✓ Square them up, and hold them so the spectator can see the face of just the bottom card.
- ✓ Ask if this is their card. They will say no.
- ✓ Lower the cards so they are in dealing position and quickly deal the top card (actually their card) onto the table. *If you do this naturally, without comment, they will think you dealt the card you just showed them.*
- ✓ Show them the top card from those in your hand, and ask if it is theirs. Again they will say no.
- ✓ Lay this card on the table. Finally, show them the last card in your hand and ask if it's the selection.
- ✓ When they say no, put this card onto the other two.
- ✓ Ask them what their card was.
- ✓ When they tell you, use the other two cards (like a spatula) to flip their card face up on the table. You have made their card appear!

Rope Trick

Capital Area Council

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

Supplies: One long piece rope

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

ADVANCEMENT IDEAS:

Be sure to also check CS Program Helps for advancement possibilities for this theme. They are listed in the individual sections for the Tiger, Wolf and Bear Dens CD

Carol, American Elm District, Black Swamp Council

Achievements	Electives
Tigers –	6,7,14, 19, 20, 21, 36
Wolf – 2A, 10F	1B, 2A, 11A, 11C, 11F
Bear – 13G, 17B, 18C	6, 13, 13D

Alice, Golden Empire Council

Tiger Cub Achievements:

Ach. #3Fa - tell the story of Blackstone the Magician saving an audience of children from panic in a fire (Fun Facts)– then talk about how important it is to be prepared and calm as you plan and practice a family fire drill;

Tiger Cub Electives:

Elective #6 - use one of the Magic songs; **#14** – choose and read a book about Magic or a famous magician; **#16** – if

your hobby is Magic, share it with your den; **#19** – learn the magic tricks; **#36** – watch a magician perform;

Wolf Achievements:

Ach. #10d – read a book or magazine article about Magic; **#10e** – Check the TV Magic tab at <http://www.magiccastle.com/juniors/index.cfm> to watch or listen to a magic program; **#10f** – attend a magic performance with your family;

Wolf Electives:

Elec. #1b – use magic “ink” for a message; **Elec. #2** – if you do a skit about Magic; **Elec. #6b** – if you choose a book about magic or magicians; **Elect. #11c** – learn and sing 3 songs about Magic; **Elect. #12f** – make a poster advertising your magic act; **Elect. #21a,b** – Use a computer to get information about Magic and write a report;

Bear Achievements:

Ach. #3b – if you choose two famous American magicians; **Ach. #9f** – make a dessert from Cub Grub; **Ach. #11e** – tell the story of Blackstone saving an audience of children from a fire and talk about the need for being calm and prepared – then plan and practice a family fire drill; **Ach. #15c** – choose a Magic game, such as Fumble Fingers Relay; **Ach. #17a** – choose a Magic show to watch (see web site); **Ach. #17b** – do Magic Charades (Program Helps, pg. 10) **Ach. #17d** – use a computer to write a report on magic; **Ach. #18c** – keep a record of your practices to learn magic tricks; **Ach. #18g** – write about den activities preparing for the Magic Show at the pack meeting; **Ach. #22e** – learn a magic rope trick; **Ach. #24c** – plan and conduct a den activity about magic;

Bear Electives:

Elect. 9a – make a poster to advertise your magic act for the Pack Meeting; **Elect. #13** – do the magic tricks;

Webelos Activity Pins:

Sportsman – practice good sportsmanship if you perform magic tricks

Family Member #5 – share the story of Blackstone the Magician saving a crowd of children from a fire (Fun Facts) and then help plan and carry out a family fire drill.

Scientist – Use optical illusions to perform a trick

Showman – prepare for a puppet show about Magic or perform as a magician

GAMES

Fumble Fingers Relay

From How To Book, pg.2-42

Adapted by Alice, Golden Empire Council

Ask the boys what a good magician needs. Accept all answers, but eventually get down to nimble fingers – no matter what other equipment a magician has, he must have nimble fingers.

Each team has a pair of large canvas gloves or mittens. At the goal line is a canning jar, (or jar with a lid that has to be unscrewed), containing five toothpicks – one for each team. On signal, the first Cub Scout on each team races to the goal line, puts on the gloves, removes the lid, empties the jar, picks up the toothpicks, then puts them back in the jar and screws on the lid. Then he takes off the gloves and races back to hand them to the next player, who repeats the action.

Magic Trivia*Alice, Golden Empire Council*

Use the information in the **Fun Facts About Magic** item in this issue to create a Trivia Game. For example: What unusual hiding place did a famous 18th Century Dutch magician use to hide his magic props?

*Answer: His hollowed-out wooden leg.***Magician Match-Up***Alice, Golden Empire Council*

Use the information in the **Famous Magicians** and **Fun Facts About Magic** items in the Theme Related Stuff section of this issue to create a matching game or Magic Concentration Game. Match the magician to his description. Some examples are:

Magicians

Harry Houdini
Blackstone
Horace Goldin
David Copperfield
Columbus
Ancient Greeks

Matching Facts

Comic Book Hero
Flew over Australia
Used eclipse for magic
Did 45 tricks in 17 minutes
Built statue to honor magicians
Has a Magic Museum

*You will have to read the **Famous Magicians** and **Fun Facts About Magic** items to figure out the correct answers*

Broom Sweep Relay*Sam Houston Area Council*

Equipment: 1 broom, 1 balloon (inflated), and 1 plastic cone for each team

- Divide your den or pack into equal teams.
- Line up each team behind a starting line.
- Place a plastic cone about 40 feet from the starting line for each team.
- Give the first person in each team a broom and an inflated balloon.
- On the start signal, the first person in each team puts the balloon on the floor and proceeds to sweep the balloon to the cone.
- He circles the cone and continues sweeping the balloon back to his teammates.
- He hands the broom to the next teammate and walks to the end of the line.
- The next player sweeps the balloon to the cone, circles it and sweeps back to his team.
- The balloon is to remain on the ground at all times.
- If the balloon pops, the player must restart from the starting line.
- The first team to have all players complete the clean sweep with the balloon is declared the winner.
- Have extra inflated balloons on hand in case one should break.
- This game can also be played outdoors – fill the balloons with water for some wild fun.

Number Magic*Sam Houston Area Council*

There are lots of ideas similar to this floating around for fun with numbers where the Cubs will think you are a genius. I like the ones where you wind up with your birth year. Here is an easy one to learn and teach –

- ✓ Think of a number.
- ✓ Double the number thought of.
- ✓ Add 10 and divide by 2.
- ✓ Then subtract the first number.
- ✓ The answer will always be 5.

Magician Tag*Sam Houston Area Council**This is a version of freeze tag.*

The players run freely about trying to avoid being tagged by “It” who is the “magician.” When tagged, a player must stop instantly and may not move unless freed from the “spell” by being touched by a free player, after which he may rejoin the game and try to free other players. The aim of the magician is to render all the players inactive.

HUNT THE MAGIC KEY*Sam Houston Area Council*

Object: To conceal the Magic Key from the Magician. The clever part of this game is the teamwork!

All of the players except for one, who is the Magician, sit in a tight circle. The magician sits in the middle of the circle.

The Magician closes his eyes and counts to ten out loud while the other players pass the key around the circle, keeping it hidden in their hands.

When the Magician reaches ten he opens his eyes and, while the key continues to be passed, tries to figure out which player has it. However, the key needs to continue being passed. While one player is actually passing the key, the other players in the circle pretend to pass the key.

The Magician watches carefully until he is ready to guess who has the key. When the Magician calls the suspect’s name the passing of the key stops and the suspect opens his hands for everyone to see. When the key is discovered, the Magician changes places with the holder of the key and a new game starts.

I Spy*Sam Houston Area Council**I Spy is a version of Hide and Seek.*

- ✓ As in the standard game “it” hides his eyes at base and counts while the other players find hiding places.
- ✓ Then “it” goes to look for the hiders.
- ✓ Upon seeing a hider, “it” runs back to home base and yells out the hider’s name and location “I spy (the person’s name) behind the tree,” for example.
- ✓ If “it” is correct, about both the name and the hiding place, the hider is captured.
- ✓ To avoid being captured, a hider can run for home if he thinks he is spotted. If he gets there before “it” can say “I spy...” he’s home free.
- ✓ This game is especially fun at dusk.

CRAZY QUARTER*Sam Houston Area Council*

Equipment: 2 quarters, 1 nickel (in SHAC Pow Wow testing a penny will work as well as a nickel)

Tell your audience that you have the ability to make falling quarters land the way you'd like them to. Stack the nickel in between the two quarters. Hold the stack between your fingertips, about 10 inches above your other hand.

Explain to your audience that when you release the bottom two coins (quarter and nickel), that they will change position in mid-air before falling into your other hand with the quarter falling last. You can say some magic words and count to three.

Keep hold of the top quarter and drop the other two coins. The two coins should fall into your palm with the nickel under the quarter.

Let the Cub Scouts try this and see if they have crazy quarters, too... Then they can go home and share this with their families.

Magic Toothpick Trick*Sam Houston Area Council***Effect:**

- ✓ The magician shows a pan full of water with five toothpicks in the shape of a pentagon.
- ✓ The magician takes his magic toothpick and dips it in the center of the pentagon.
- ✓ The five toothpicks fly apart, breaking the pentagon!
- ✓ Someone from the audience says, "Oh, that's just what happens when you do that, it's not magic."
- ✓ The magician arranges the five toothpicks back into a pentagon and hands the person in the audience the magic toothpick.
- ✓ The person dips it in the center. Nothing happens. It really was magic!

Supplies:

Tinfoil pan (pie plate or Chinese food plate work well)
Water
6 flat wooden toothpicks
The magic ingredient: liquid dishwashing soap

Away from the Audience - Preparation:

- ✓ Dip one of your toothpicks in liquid dishwashing soap. Set it aside for now.
- ✓ Make sure your pan is clean. Rinse it well with water.
- ✓ Fill it quite full of water (but not so full that you're going to spill it).

In Front of the Audience - Preparation:

- ✓ Arrange the five SOAPLESS toothpicks in the shape of a pentagon.
- ✓ Make sure the tips of the toothpicks overlap so your pentagon stays together. This can be a bit of a challenge the first time you do it, so practice arranging the toothpicks at home a few times first and consider arranging them while the audience is seating itself.
- ✓ Now, when the audience is settled, let them look at the pentagon. They may have to stand to do this or you may want to do the trick on the floor with the audience around you in a U-shape.

- ✓ Tell the audience that you've arranged the toothpicks into a special five sided shape called a pentagon and that you're going to cast a spell on the sixth toothpick to imbue it with some of your magical force so it will be able to break apart the pentagon.
- ✓ Take out the sixth toothpick (the one that was dipped in dish soap) and wave your hand over it while chanting some magical words. Close your eyes and frown a bit so it looks like you're working on putting your magic into the toothpick.
- ✓ Now, dip the magical toothpick into the center of the pentagon (Make sure you dip the soapy end in the water and try to get it as close to the center of the shape as possible -- the soap shouldn't be visible anymore). The five toothpicks will fly apart.
- ✓ If you have a non-believer in the audience, offer to let them try the trick. Arrange the pentagon in the water again and hand them the magic toothpick. Let them dip it in the center. It won't work!
- ✓ If the audience asks you to do the trick a second time, just tell them that it takes awhile to recharge your magical force. You have to rest before you can put more of it into a toothpick, otherwise you could lose your magic forever!

Secret:

Throughout history, a lot of 'magic' has really been science disguised with a few silly words. This is one of those tricks.

All things (including water) are made up of tiny things called molecules. Water molecules like each other and stick together (that's why when a bit of water falls on a table or window, it blobs together in a little droplet).

The surface of the water has a layer of clingy molecules on it -- this layer is called the water's surface tension. The toothpicks were nice and flat so they were floating on this layer.

Remember that we dipped the sixth toothpick in dish soap? That's the real trick to this trick. The soap molecules break the surface tension of the water. This effect spreads out in an ever widening ring (like ripples in the water when you throw a rock in a lake). The molecules originally holding the toothpicks break apart. The molecules farther away from where you dipped the toothpick still have their surface tension (for a little longer) so they pull the toothpick toward them. Of course, eventually the "ripples" of soap hit those molecules too.

Once the soap is in the water, the surface tension won't come back. That's why the audience member couldn't recreate the trick. It will only work once and then you have to clean everything up and use new toothpicks to do the trick a second time. That's also why you have to be careful that your pan is well rinsed before you do the trick.

Rope Trick*Sam Houston Area Council*

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

Supplies: One long piece rope

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

Magic Water*Sam Houston Area Council*

Equipment: Empty 2 liter bottle, water, pushpin

With the pushpin, poke 3 holes about 3 inches from the bottom of the bottle – in a line about 1/8 inch apart. Over the sink (or outside), fill the bottle with water. You'll have three separate streams of water start to come out of your three holes.

Now the magic – Using your fingers, pinch the three streams of water together. When you let go with your fingers, the three streams of water will stay together. You've completed the magic and tied the water in a knot!

Why does that work? The atoms that make up a water molecule – hydrogen and oxygen – like to stick together. This is called surface tension or hydrogen bonding. That's why the streams of water stick together.

Hare Hop Game*Capital Area Council*

Active: outdoors/indoors.

Equipment: Per team:

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

Formation: Relay.

Divide the group into teams of six.

Line up each team in straight lines at one end of the playing area.

Place the chairs, one for each team, at the opposite end of the playing area.

On 'Go', the first player of each team dons the rabbit ears, while his teammates blow up one small and one large balloon.

One long piece of string is tied to the small balloon.

The first player then ties the string around his waist, with the balloon hanging from behind, to represent his tail.

He hugs the large balloon to his tummy, to represent the fluffy underside of a bunny.

Then, with his ears and his two balloons, he hops down to the chair, hugs the large balloon until it breaks, and sits on his 'tail' until the small balloon breaks.

When both balloons have burst, he hops back to the team where he gives the ears to the second player.

The fun is helping each rabbit get 'dressed' and in cheering each bunny on.

The relay ends when all bunnies have lost their tummies and tails.

CUB GRUB**Magic Cookie Bars***Alice, Golden Empire Council*

This is the favorite recipe using Eagle Brand milk – the magic is that you can create a cookie without eggs – and they taste great!

Ingredients:

- 1 1/2 cups graham cracker crumbs
- 1/2 cup (1 stick) butter or margarine, melted
- 1 (14-ounce) can **EAGLE BRAND®** Sweetened Condensed Milk
- 2 cups (12 ounces) semi-sweet chocolate chips
- 1 1/3 cups flaked coconut
- 1 cup chopped nuts

Directions:

1. Preheat oven to 350°F (325°F for glass dish).
2. In small bowl, combine graham cracker crumbs and butter; mix well.
3. Press crumb mixture firmly on bottom of 13X9-inch baking pan.
4. Pour **EAGLE BRAND®** Condensed Milk evenly over crumb mixture.
5. Layer evenly with remaining ingredients;
6. Press down firmly with fork
7. Bake 25 minutes or until lightly browned.
8. Cool.
9. Cut into bars or diamonds. Store leftovers covered at room temperature.
10. Makes 2-3 dozen bars
11. You can also substitute chocolate chips or nuts with: candy coated pieces, dried cranberries, raisins, mini marshmallows or butterscotch chips.

Edible Wands*Sam Houston Area Council***Ingredients:**

- Pretzel sticks
- White frosting in a tub
- Knife or small spatula
- Small bowl
- Edible star sprinkles
- Wax paper

Directions:

- ✓ Scoop out a small amount of frosting and put in a small bowl. (Note: The pretzels will make the frosting taste salty, so only take out as much as you need. Save the rest of the frosting for icing cookies, etc.)
- ✓ Dip the pretzel in the frosting and twist and pull the pretzel out of the frosting.

Out of the Hat Cake*Alice, Golden Empire Council***Ingredients:**

- 1 cake mix
- 1 recipe of dark frosting – if you use paste food coloring, you can even have black! Or you can use
- 1 can of dark chocolate frosting
- pudding or jam, your choice

Directions:

1. Mix the cake as directed on the box
2. Bake in three 8-inch round pans. Reduce the baking time listed by 5 minutes.
3. While the cakes cool, cut a 9-inch circle from cardboard.
4. Then cut out a 6-1/2 inch circle from the center, leaving a 1-1/4 inch wide ring. This will be the hat brim of your Magician's Hat.
5. Cut the same size ring from waxed paper and attach to the cardboard with a glue stick.
6. Cut out two bunny ears from white construction paper, and two inner ears from pink construction paper.
7. Place a toothpick on the white ear so half of it extends below the ear.
8. Now glue the pink inner ear on top of the white, sandwiching the toothpick in between.
9. Assemble the 3 cake layers, putting more frosting, jam or pudding between the layers.
10. Frost the cake and also cover the ring with frosting and place it on the cake.
11. Smooth the frosting over the cake and ring so they look like one piece.
12. Place the rabbit ears in the center of the cake.



Now you have a Magician's Hat, complete with the Rabbit!

Magic Peanut Butter Pie*Alice, Golden Empire Council***Watch out for Peanut Allergies!****Ingredients:**

- 1 graham cracker pie crust
- 1 18 oz. jar of peanut butter
- 1 8oz package softened cream cheese
- 3/4 c. honey
- 1 8oz tub frozen non-dairy whipped topping
- 1 semi-sweet chocolate baking squares
- 1/2 t. vegetable oil

Directions:

1. Beat together cream cheese and honey until well mixed.
2. Stir in peanut butter; mix well.
3. Gently fold in whipped topping.
4. Spoon into crust.
5. Using a microwave, melt chocolate and vegetable oil in a glass, liquid measuring cup for 1 1/2 minutes; drizzle over pie.
6. Chill 4 hours. Refrigerate leftovers.

Magic Pie, It makes its own crust!*Sam Houston Area Council***Ingredients:**

- 1/2 cup butter or margarine
- 2 cups milk
- 2 teaspoons vanilla
- 1 cup sugar
- 4 eggs
- 1/2 cup flour
- 1/4 teaspoon salt
- 1 cup shredded coconut or crushed pineapple

Directions:

1. Preheat oven to 350 degrees F.
2. Place all ingredients in a blender and combine thoroughly.
3. Grease and flour 10" deep dish pie plate.
4. Pour mixture into pie plate and bake in preheated 350-degree oven for 30 to 40 minutes or until set.
5. "Pie" will make its own crust as it cooks.
6. Serve at room temperature.

Abracadabra – Bigger Edible Wands!*Sam Houston Area Council***Ingredients:**

- 1/2 cup white chocolate pieces
- 1 teaspoon shortening
- 10 long pretzel logs
- Decorative candies or colored sugar (*the kind you decorate cupcakes with*)

Directions:

- ✓ Melt the white chocolate with shortening.
- ✓ Dip pretzels half way in chocolate,
- ✓ Then roll the pretzels in candy or sugar.

Magic Potion*Sam Houston Area Council***Ingredients:**

- 1 package unsweetened drink mix (any color)
- Lemon-lime flavored carbonated soda, chilled
- Water

Directions:

- ✓ Mix the drink mix with 1 1/2 cups water. Pour mixture into an ice cube tray and freeze solid.
- ✓ To serve, pour the soda into clear cups. Put 1-2 flavored ice cubes into each glass.
- ✓ As the ice cubes dissolves, the drink will change color and flavor – like magic.

Magic Brew Root Beer*Sam Houston Area Council***Ingredients:**

- 5 gallons water
- 8 cups sugar
- 1 bottle Hire's Root Beer extract
- 10 lbs. dry ice (handle with leather gloves and or tongs as exposed skin can be easily frostbitten)

Directions:

- ✓ Mix all ingredients. This will give a great "magic brew" with bubbles and smoke.
- ✓ Stir frequently.
- ✓ DO NOT drink until all dry ice has dissolved.
- ✓ Can also make 1/2 of a recipe.

WEBELOS

Attention Bear Leaders –

Your bears become Webelos on June 1. Are you ready??

Be sure to take Webelos Leader Position Specific and Outdoor Webelos Leader Training as soon as possible. Sign your Cubs up for Webelos Resident, if your council offers it!!! If they don't, sign them up at a neighboring council's camp (e.g. Southern NJ's at Pine Hill Scout Reservation!!!)

Abracadabra Arrow of Light Ceremony:

Great Salt Lake Council

Props: White Poster Board or large white paper; lemon juice; Brush the words - *Arrow of Light (or draw emblem, date, boy's name)* on the paper in lemon juice and allow it to dry. Put some drops of iodine in enough water to saturate the whole paper. The iodine water will be brushed on as the ceremony progresses. The iodine will make the paper purple and leave the lemon juice spots white. Iodine will stain the floor. Put the paper over a tarp. A brush. Magician's box to hold the 4-6 display items obtained about Cub(s) ahead of time to surprise him.

Talk about the magic paper that will reveal a message to the pack tonight. The magical magician will paint the iodine water across the paper to reveal the words "Arrow of Light" or the emblem. Wow, the Arrow of Light magically appeared. The magician wonders what that means. The Cubmaster explains the meaning of the Arrow of Light.

Being a magician takes certain steps to do a magic trick. Are there steps for this magic Arrow of Light? The Cubmaster can then explain the requirement steps.

The magician then decides to take a break from painting and does some magic out of a box which magically produces display items for the recipient.

The magician then decides to have help painting the paper. He calls up the Webelos den leader and asks the leader to paint while they relate a magical service/activity about Cub revealing the date.

The magician then asks the parents to help paint while they relate a magical service/activity about Cub revealing his name.

The Cub then comes up and talks about his favorite magical service/activity to earn the award and quotes either the Scout Oath or Law.

The magician or Cubmaster presents the Arrow of Light Award. The Cub then gives the pin to his mom with the "Mother's Salute," after which, the Father can present the award with the Cub Scout or Scout handshake. The Cub leads everyone in his favorite cheer!

For more information and ideas for both these Activity Awards, check the Baloo's Bugle for the April 2007 theme.,

SPORTSMAN PHYSICAL SKILLS GROUP

Capital Area Council

Suggestions for Den Meetings

- Explain and discuss football signals.
- Invite a referee or umpire to talk with the den about signals and/or sportsmanship
- Parents and boys attend a high school or college football game.
- Go bowling as a den or at a district tournament if possible (belt loop)
- Have each boy list the sports in which he participated during the past year
- Attend a high school football/baseball game.
- Assign the scouts an Olympic event (gymnastics, swimming, luge, fencing, equestrian etc.). Have them find out the following:
 - ✓ How someone gets on the team.
 - ✓ Rules for the event.
 - ✓ How it is run
- Go fishing (belt loop)
- Invite a team member, sports figure, coach or referee to talk with the boys about teamwork, sportsmanship and fair play
- Have each boy list the sports in which he participated during the past year
- Decide on a demonstration for the pack meeting
- If you save cardboard Frozen Juice Cans you can play Tiddly-Croquet
- Learn a new sport.
- Learn what two individual and two team sports the boys will want to do.

One of the prime purposes of Cub Scouting is "encouraging good sportsmanship and pride in growing strong in mind and body." If the boys learn all the skills and rules involved in every sport this month, but don't get an inkling of what good sportsmanship means, everyone has wasted his time.

The leader's example will help to achieve these goals. Put stress on the fun of the game, not on winning. During inter-den competition, choose the teams so that ability is equally divided. If boys choose teammates, there is a good chance that most of the best players will wind up on one team. Encourage the less skillful players. Discourage others from belittling them. Sports in a Webelos den should be fun for all.

Good Sportsmanship

The ability to abide by the rules, to win without boasting and to lose without offering excuses is the essence of good sportsmanship. Sportsmanship requires honesty, fair play, cooperation, competitive spirit, respect for authority and rules, acceptance of responsibility and respect for others. A real sportsman follows these rules in each game, but also in his/her life. Good sportsmanship is part of good citizenship. For example, to lose a class election gracefully.

The following is the code of sportsmanship of the Sportsmanship Brotherhood.

1. Keep the rules
2. Keep faith with your comrade.
3. Keep your temper
4. Keep yourself physically fit.
5. Keep a stout heart in defeat.
6. Keep your pride under control in victory.
7. Keep a sound soul, a clean mind and a healthy body.
8. Play the game.

GAMES

See how many terms you can match with the proper game (The one where the term is used, e.g. Puck and Hockey):

Sports term	Sport
Spare	Hockey
Shell	Trap-shooting
Shuttlecock	Boxing
Fairway	Bowling
Slalom	Polo
Double fault	Skiing
Eight-ball	Basketball
Chukker	Archery
Clay pigeon	Boating
Technical K. O.	Football
Jump shot	Baseball
Puck	Figure Skating
Double play	Tennis
Field goal	Badminton
Headlock	Pool
Casting	Wrestling
Quiver	Golf
Jack-knife	Diving
Oar	Hunting
Figure Eight	Fly Fishing

Scoring:

- 1 - 5 Amateur
- 5 - 10 Novice
- 10- 15 Semi-Pro
- 15 - 20 Pro

Tiddly-Croquet

You need two sizes of frozen juice cans to make a Tiddly-Croquet game. Cut wickets of various lengths from the largest cans. Shoot the lids from the small cans through the wickets. Place one upside down on a smooth surface. Press hard on one edge with a "shooter" lid from a large can.

Frisbee Baseball

Played according to regular baseball rules. The pitcher throws the Frisbee toward the "batter: who then catches it. If he misses it, it is a strike and if it is outside the strike zone, it is a ball. The "batter" who has made a good catch, then throws the Frisbee and proceeds around the bases. If it is caught the "batter" is out. The rest of the game follows baseball rules.

Sports Cards

Make a set of 10 x 10-inch cards. On one side put a copy of the official signals for the game (football, basketball, hockey, baseball, soccer, etc.) of your choice. On the other side put an explanation of what the call means. The game can be played several ways.

1. Hold up the picture and ask for the proper call.
2. Read the explanation of the call and ask for its name.
3. Execute the call and ask for its name.
4. The game can be played as a competition:
 - a. Divide den(s) into two teams and give one point to the first person to guess the answer.
 - b. Divide den(s) into two teams and assign each team a sport and show each team a card for its sport. Each team will have a different sport. The first team to get the answer gets a point.

Potato Golf

Draw concentric circles on the floor and label each circle with a number representing the number of points it is worth. (10 for the center, decreasing outward). From a distance of six feet, player puts a potato with a cane or stick with a curved handle. Score is recorded according to number in circles. No score is made if the potato stops on a line. Each boy gets ten tries.

Soccer Ten Kicks

Divide den into two teams. Each tries to kick the ball between teammates ten consecutive times while the opponents try to intercept and start their own sequence of ten kicks. As he kicks the ball, each player calls out the appropriate number (1, 2, 3, etc.) Hand may not be used. The team making ten consecutive kicks without interception wins.

Micro Hockey

Use two cardboard boxes as the goals. Supply chopsticks and a checker for the puck.

Micro Soccer

Use the same boxes as you did for micro hockey. Players use their fingers to "kick" the ball (ping pong ball) across the "field" (a table).

The Penalty Box

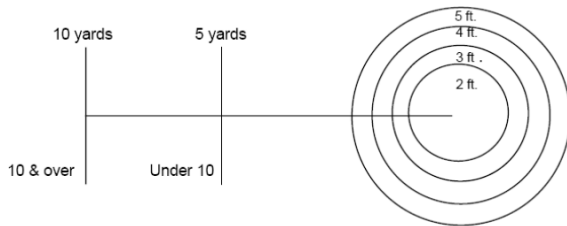
Match the Official's Signal Calls to correct sports.

Sports

- Football
- Basketball
- Baseball
- Soccer
- Hockey

Signal Calls

Pass Interference	Face Mask	Slashing
Fair Ball	Ball	Incomplete Pass
Penalty Kick	Holding	Illegal Dribble
Time-out	Offside	Hooking
Strike	Out	Clipping
Technical Foul	Time-in	Charging
Substitution	Corner Kick	Touchdown
Delay of Game	Foul Ball	Safe
Tripping	Unsportsmanlike Conduct	Foul
Illegal Motion	Traveling	

Ultimate Frisbee Contest**Equipment:** Five Ultimates (Frisbees)

1. Draw the course as shown.
2. The object of the game is to throw for accuracy.
3. Add up points after each boy takes his turn throwing.

FAMILY MEMBER COMMUNITY GROUP

Capital Area Council

Den Activities:

- ❑ Set up a Webelos Den family cook-out. Let the boys decide on the menu and do all the cooking and preparation. Have games for the brothers and sisters to play, and after dinner do some family activities.
- ❑ Make a list of fun activities of little cost and do them over several den meetings.
- ❑ Switch chores with another family member for a month.
- ❑ Have a meeting where boys try food that they have never tasted before. Have a "Taste It, You May Like It" party.
- ❑ Have the boys make their chart showing the jobs that they and other family members have in their homes. Have them bring the charts to the meeting and tell what jobs they are taking on for the next two months, and how they will do them.
- ❑ Have a contest - take a small piece of cloth and a button, needle and thread. Have the boys sew a button on -- judge the button that is sewn on the best.
- ❑ Make a contest out of making a list of things families spend money for. See who can make the longest list. Most boys will forget things like rent, utilities, car payments, stamps, insurance, etc. You might think up a list of things that most boys will omit and award two points if they happen to list one.
- ❑ Have a cooking contest. Have each boy cook one dish and bring it to the meeting. Be sure they can tell how they made the dish. You might think about making a small recipe book for your den. This could include breakfast dishes, lunch, and dinner dishes. Also you might adopt some of these for your cookouts!
- ❑ Tracing your family roots can become a lifetime hobby. There are many books and classes on how to find information. Ask if any den parents have organized charts or have studied their heritage. Try to find out a family tree for both your mother and father's family. Make a list of the members of your family. What other relatives are living? (Grandparents, uncles, aunts, cousins)? Try to talk to them (or write) and ask them about their parents and grandparents. Ask for birthdays and year of death. Where they lived is also an important clue in your search.
- ❑ Play a game of hazards. Set up a room with several hazards. Have boys come in and find as many hazards as possible.
- ❑ Practice house cleaning skills by cleaning the chartered organization areas. Be sure to get permission and ideas first.
- ❑ Have a mother come in to the den meeting and talk about clothes washing.
- ❑ Announce that next week's meeting will be at the local Laundromat. Each Scout is to bring a load of wash, soap, and change for the washer and dryer. Practice ways to fold laundry.
- ❑ Invite a home economics teacher or dietician to talk to your den. Perhaps your den could also plan a week's worth of meals and visit a retail food establishment to price the food required. This would also cover a requirement in the Fitness Activity Badge.
- ❑ Make outlet insulators. Use foam meat trays, save at home, or ask local grocery store for some. Use outlet covers as guides.
- ❑ Invite a fireman to a den meeting to talk about home safety. Perhaps he can also provide you with a copy of a home inspection sheet.
- ❑ Take a guided tour a waste disposal facility.
- ❑ Invite an energy conservation engineer to give a talk on energy. Tour an energy conserving home that is built underground.
- ❑ Make a list of fun activities that involve little cost; do them over several meetings.
- ❑ Invite someone from OSHA or a plant safety committee to give a talk after touring a manufacturing facility.
- ❑ Have a family relation's teacher visit and talk.
- ❑ Keep a personal budget for a month.
- ❑ Do not throw away those seemingly ruined clothes. Let the Cubs try to save them.
- ❑ Visit with a local financial institution to find out how the monetary system works and how saving money as a family unit can be beneficial in the long run.
- ❑ Contact the local public utility companies, or the environmental control agency to find out how our natural resources can be saved and what we can do as individuals within the family unit to conserve energy.
- ❑ You could also contact the Police Department and ask if someone from Crime Prevention could attend one of your meetings to talk about security in your home.
- ❑ Have the boys fix a meal and invite the parents to your meeting for a feast! In the meal planning, they must plan the meal, shop for the food and then cook it.
- ❑ Have a "Family" meeting at your den meeting and have the boys show Cub Scout Spirit by doing their best to make plans for the rest of the year, or at least three months.
- ❑ You might invite a mother to show some cooking skills to the boys or to explain recipes. Have the boys use measuring spoons, cups, etc. Have them explain such terms as cream, braising, stewing, and steaming.
- ❑ Plan a family game night - each family brings a game and takes part in sharing the game with another family. The boys could even "invent" games for the families to play.

Field Trips

- ❑ Tour some of the historical homes in your town, find out who lived there, when, and a little about the family. How did they help the community? Are the descendants still living in the area? Talk to them, too, if possible.
- ❑ Tour a fast food restaurant or small restaurant.
- ❑ Have someone from OSHA or plant safety committee give a talk after touring a manufacturing facility.
- ❑ Tour an energy conservation home (underground or energy efficient).
- ❑ Tour the local water company and ask for ways to conserve water.

Neckerchief Tie Slide Ideas

- ◆ A mounted photo of the Scout with his family
- ◆ A piece of sponge for cleaning
- ◆ Model of food the Scout likes to eat
- ◆ A photo or a miniature of a house
- ◆ A photocopy/drawing of the Family Member activity badge laminated or mounted on poster board

Games**Shopping**

This is a variation of Kim's game. Fill a grocery bag with items from your cabinet before the den meeting. Close to the activity time, add cold items from the refrigerator. To play the game, put one item from the bag at a time, announce the name and lay it on the table. When the bag is empty put everything back in quickly. Give boys a paper and pencil and ask them to write down what items were on your shopping bag.

Who Are We?

Ask boys to bring baby pictures and family pictures to the next meeting. Hold the pictures up one at a time and try to guess who it is. Bring in family vacation pictures and try to guess where the family went. (Disney World, the White House, etc.) Think of other ideas of pictures the boys can bring to show off (first fish catch, riding a horse, talking to someone famous, etc.) Take some den pictures and make up an album of your Webelos family or take slides and play music while you are watching them.

Grocery "Blues"

Material needed: paper and pencil for each boy. Instructions: Food is one of the major ongoing expenses that a family has, so good shopping habits will help curb the costs. Boys sit in a circle. They write down the names of ten items their family buys at the grocery store...only scramble the letters of each word! On signal, each boy passes his grocery list to the boy on his right. Set a time limit, and have them unscramble the grocery list. This game could be played as a team also.

House of Cards

Divide den into two teams. Give each team 20 playing cards. On signal, they must build a house of cards using all 20. The first team to complete a house that stands alone for five seconds are the "den contractors."

Who Are We?

Ask boys to bring baby pictures and family pictures to the next meeting. Hold the pictures up one at a time and try to guess who it is. Bring family vacation pictures in, and try to

guess where the family went. (Disney World, the White House, etc.) Think of other kinds of pictures the boys can bring to show off (first fish catch, riding a horse, talking to someone famous, etc.) Take some den pictures and make up an album of your Webelos "family" OR take slides and play a music record while you are watching them.

Home Hazards

Before the den meeting, set up as many possible hazards around your house as possible. (Safely, that is!) Examples: pan on the stove with handle sticking out over the front, metal pan in the microwave, bag of newspapers in the middle of the stairs, (empty) bottle of ammonia sitting in the corner, matches too close to the fireplace, gas can in the laundry room, pills (candy) laying on the counter. When the boys arrive, give them a paper and pencil and ask them to write down any hazards they see. During the opening period discuss the answers. Are there some that were not noticed? Ask them to take their lists home and check for similar things at their house.

Laundry Hints

Removal with a store-bought cleaner-ballpoint pen ink, facial makeup, motor oil, rubber cement, wax. One of the best pen ink stain removers is using a cheap hair spray on the ink spot.

- Put absorbent cloth or paper towel under stained area.
- Place chemical cleaner on stain.
- Rub stain until it leaves the clothing and passes into the material below.
- Remove the absorbent material. Put cleaner on a new cloth. Wipe around edges of stain and toward center of stain.
- Let dry. Reapply treatment if removal unsatisfactory.

Removal with water - blood, ketchup, coffee and tea, dairy products, grass, mustard, soda pop:

- Place absorbent cloth or paper towel under stained area.
- Rub stain gently with water. If stain is persistent, rub in drops of detergent.
- Rinse out detergent.
- Remove absorbent material.
- Wipe dry.

Family Facts

Save your family memories and pass them on to the next generation. Nothing gives more enjoyment to a family than "REMEMBER WHEN." Children learn who they are from their parents and grandparents. To play FAMILY FACTS have each member of your family write out questions that only your family would know - the more personal the better. Who went to Canada on vacation? What was this family's first pet? Who broke their arm during the school play? Who ran into the basketball standard and chipped his front tooth? What was the address of our first house? When is Grandma's birthday? When did dad graduate from high school? Play in the car, home on a rainy day or at family gatherings. For a different twist, make up cards in categories -dates, people, places, events, pets, vacations, etc., and play family trivial pursuit. Use the regular Trivial Pursuit game, but substitute you family cards.

Family Finances

Many Cubs are not aware of how their families spend money. Food, clothing, and entertainment are obvious. Suggest to the parents that they share the actual bills with their children and have them add up the total cost. They will be amazed. As the Cubs conduct the safety/energy checklist, encourage the parents to discuss the cost of keeping the house in good repair, the cost of water use, the cost of cooling and heating the house, etc. Then the Cubs will be better prepared to share in ideas for saving money and they will be ready to develop a family energy-saving plan.

CAREERS/SPEAKERS

Social worker, day care provider, family counselor, parent, human services agent, ombudsman, YMCA activities planner, family education specialist, dietitian, cleaning person, community education director, congressman.

ACTIVITIES**Zoo Babies**

Visit a local zoo with your den families. While there, find out about the family structures of some of the animals. Observe how the monkeys socialize and care for their young. When are some of the other animal babies "on their own?"

Family Snack Surprise

Prepare a cake mix, then spoon batter into flat bottom wafer cones. Fill half way. Place six cones at a time on a tray and microwave 2-3 minutes on high or until a toothpick inserted comes out clean. Rotate during cooking period.

Trivia

For an evening of great family fun make up a trivia game to play. Each person writes a question on an index card. Example: What is your favorite book? What do you live about your bedroom? When is mom's birthday? What was your first home address? Mix the cards together then each person draws a card to answer. You could also have every person answer every question. Learn more about each other and have fun, too!

Saturday Fun!!

Have boys arrive early, like 6:30AM. Ask them to wear pajamas and bring sleeping bags. Enjoy a typical "family" Saturday morning. Boys can watch cartoons, play board games or Legos, or sleep. Have them help make a special breakfast like waffles or home-made yeast cinnamon rolls. Talk about what their families do on a Saturday morning. Stress the importance of allowing each person to have freedom to do as they please to relax. Are there ways they can help by cooking or playing with their brothers and sisters?

Dirty Clothes

Announce that the next week the den will be meeting at the local Laundromat. Each boy should bring a load of wash and coins for the washer and dryer. Leader can bring a box of detergent and measuring cup. Meet and wash clothes! Look around at the kinds of washers and the safety instructions. Time how long you are there.

Bills!

Ask your parents to help you set up a chart of the electric and gas use in your home. Write down all the ways you can think of which use electricity or gas. Look at the bills for the

last few months and write down the actual usage and the cost. Is the usage up or down? Why? If your parents have the bills from last year at the same time, compare them. For a one month, practice turning out lights and conserving in other ways. See how much difference you can make on the next bill. The utility companies can provide you with a list of appliance usage/hour. Figure out how much it costs to dry a load of laundry, or to run your hair dryer or toaster.

TIE SLIDE

Nothing is more fun than sitting around with your family and watching a good movie! Make this tie slide during a den meeting and tell what movies you especially like.

Materials needed:

35mm film can, pipe cleaner, red or white adhesive vinyl, marker, cotton balls, plaster, popped corn, clear acrylic spray, glue.

Instructions:

Have an adult drill two small holes in the back of the can to insert the pipe cleaner. Twist pipe cleaner to form tie slide. Cover the can with red vinyl. Print "Popcorn" on a small piece of red adhesive and attach. Put two cotton balls into the can and pour a small amount of plaster over the top. When plaster is dry, glue popped corn into the top of the can. When glue is dry, spray popcorn thoroughly with clear acrylic spray.

PACK MEETING

- ✓ Webelos can draw pictures on poster board to illustrate their paragraph. Tape the speech onto the back side. You have joined the Cub Scouts and therefore, the World Brotherhood of Scouts around the world. You are a brother to Cubs in Finland, Australia, Pakistan, and Chili. In fact, a brother to Cubs in over 120 countries!
- ✓ Regardless of size, color, or language Cubs have a happy grin and love to have FUN! Pack meetings may be slightly different, but most packs use The Jungle Book as background. The Cub Scout cap is universal, and most countries have different styles of uniforms to go with it. In France, the Cubs wear navy blue shorts and sweaters in the winter. In the summer they dress with cross-over suspenders and blue shirts. They wear a navy blue beret. The Dutch Cub Scouts have uniforms of green caps, sweaters and shorts, and green knee socks. The Wolf badge is red, white, and blue. In Uganda, in the heart of Africa, it is hot the whole year. Cubs here have real excitement with the jungle animals! Their Akelas must sometimes carry guns when they go to the lake shore...to shoot crocodiles.
- ✓ One of the most isolated Scout groups is on the Pacific Island of Pitcairn. The whole island is only three square miles, and only 20 children are involved in Scouting. There are no stores on the island. People grow their own vegetables and keep goats and poultry.
- ✓ The Cub Scout Promise is the same around the world. Lord Baden-Powell once said, "When a fellow promises to do a thing, he means it would be a terrible disgrace to him, if afterwards he neglected or forgot to carry it out." In other words, when a Wolf, Bear, or Webelos promises to do something, you can be certain he will do it.. anywhere in the world!

Requirements for the Heritages Belt Loop

Complete these three requirements:

1. Talk with members of your family about your family heritage: its history, traditions, and culture.
2. Make a poster that shows the origins of your ancestors. Share it with your den or other group.
3. Draw a family tree showing members of your family for three generations.

Requirements for the Heritages Pin

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

1. Participate in a pack heritage celebration in which Cub Scouts give presentations about their family heritage.
2. Attend a family reunion.
3. Correspond with a pen pal from another country. Find out how his or her heritage is different from yours.
4. Learn 20 words in a language other than your native language.
5. Interview a grandparent or other family elder about what it was like when he or she was growing up.
6. Work with a parent or adult partner to organize family photographs in a photo album.
7. Visit a genealogy library and talk with the librarian about how to trace family records.
Variation: Access a genealogy Web site and learn how to use it to find information about ancestors.
8. Make an article of clothing, a toy, or a tool that your ancestors used. Show it to your den.
9. Help your parent or adult partner prepare one of your family's traditional food dishes.
10. Learn about the origin of your first, middle, or last name.

WEB SITES

Bill Smith, The roundtable Guy

Home page - <http://wtsmith.com/rt>

Magic page - <http://wtsmith.com/rt/magic.html>

Free Magic Tricks - Free Magic Tricks For Kids, Parents and Beginners of all Ages.

<http://www.magicbob2000.com/tricks.html#Free%20Magic%20Tricks>

Kids Domain Magic Tricks - Kids love to explore, and these are great sites from all over the web.

http://resources.kaboose.com/kidslinks/hobbies/magic-tricks/Magic_Tricks.html

Magical Kingdom - I am Charlotte Bear, the Magic Bear of the Magical Kingdom. I'll be showing you all the real magical tricks.

<http://www.magicalkingdom.co.uk/>

Parenting Fair – Magic - Here is a list of the tricks we've brought to you these past two weeks, and links to visit them again. Remember, a magician never tells his audience his secrets!!

<http://www.covenanthealth.com/parentingfair/magic.html>

Kidzone Magic - Rita and Shelly have contributed a number of fun magic tricks that are easy to do and have really wonderful results. So jump in and learn how to astound your friends!

<http://www.kidzone.ws/magic/>

Alice, Golden Empire Council

www.uelectric.com/allmagicguide.html

Great online magic show. This is a great site with tricks, interviews with magicians, a calendar listing performances, a guide to magic dealers and magic catalogues. A new trick each week. Scroll down to Posters and lots of other links.

www.activityvillage.co.uk/magic_tricks.htm

2 easy card tricks and links to others

<http://kids.mysterynet.com/magic/>

some easy tricks to learn, with a new one added every week. Magician's rules

<http://www.magiccastle.com/juniors/index.cfm>

a monthly magazine with news updates about magic around the world. Click on TV Magic Guide tab for a listing of TV shows during the week that will feature magic, such as an I Love Lucy Episode with Orson Welles as a magician. Also, click on Live Magic Guide Tab for venues and performances by state locations

Specific Magicians:

Alice, Golden Empire Council

You can do a Google search for a specific magician, but here are some specific sites:

The Magic of David Copperfield

www.dccopperfield.com

Siegfried and Roy: Masters of the Impossible

www.sarmoti.com

David Blaine: Magic Man

<http://Members.aol.com/sperrycito/blaine.html>

Penn & Teller

www.pennandteller.com/sincity/

Harry Blackstone

<http://blackstonemagic.com/lid28.htm>

History of Blackstone, pictures, links

**POW WOW
EXTRAVAGANZAS**

*Let me know as soon as your date is set. I will post
whatever I receive! CD*

Southern NJ Council

With help from Burlington and Jersey Shore, too!!

Cub Scout Centennial Express

January 24, 2009

A School in Millville, NJ

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

*If you have set your themes, dates and places (or any two
of the three) drop me an Email and I will begin listing your
Pow Wow here CD*

ONE LAST THING

The 7-Ups of Life

My Aunt Betty in Florida

The 7-Ups of Life can certainly work magic in turning
a gray day into a great day!!

Listen now as we tell you about them

Wake Up - Decide to have a good day.

Dress up - The best way to dress up is to put on a smile.
A smile is an inexpensive way to improve your
looks

Shut up - Say nice things & learn to listen. We have
been given two ears and one mouth so we can
do twice as much listening as talking.

Stand up - For what you believe in. Stand for something
or you will fall for anything.

Look Up - To our higher power who gives us strength to
do everything through Him who gives me
strength

Reach Up - For something higher. As Jiminy Cricket sings
"High Hopes" always try to better yourself.

Lift Up - Your Prayers. Do not worry about anything;
instead pray about everything.

Have a great day and remember the 7-Ups of life.