



BALOO'S BUGLE

Volume 10, Number 10



July Cub Scout Roundtable

August Cub Scout Theme

SCOUTING THE MIDWAY

Tiger Cub Activities

Webelos Naturalist & Forester

FOCUS

Cub Scouting Roundtable Planning Guide

Step right up folks... for a chance at some fun! This month is full of fun and games. Each den will create a midway game to run at the Pack Midway. How about a ring toss, a beanbag throw, a coin toss, a ball throw, or a card throw? Get those creative juices flowing. The boys can design and build the games at their den meetings, and then run their game at the Pack Midway, so everyone gets in on the fun. What's a midway without prizes? Make sure you have prizes for all age groups. And don't forget the popcorn!

CORE VALUES

Cub Scouting Roundtable Planning Guide

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

- ✓ **Fun and Adventure**, What's more fun than games? Cub Scouts will help design and build the midway games and then see how they work.
- ✓ **Sportsmanship and Fitness**, As Cub Scouts go through the midway, they will learn good sportsmanship by playing fair and using or building skills.
- ✓ **Personal Achievement**, By trying new games, boys will have fun becoming better at an activity or skill.

The core value highlighted this month is:

- ✓ **Health and Fitness**, Staying fit can be fun, especially when it involves playing games.

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

As I began this last issue of Baloo for the 2003-2004 Scouting year I already had my 2004-2005 Cub Scout Program Helps and my Cub Scout Roundtable Guide books. I, also, had prepared a handout on next year's RT's for the leaders in my district. I saw this theme was "Scouting the Midway" and thought, this is funny October's theme is "It's a Circus of Stars." I am sure National would not repeat a theme that soon. So I began to look closely at what we were being asked to do with this theme. **What was the Midway theme to be versus the Circus theme?** Well, from the descriptions and literature for "Scouting the Midway," National intended us to be playing games this month. All

sorts of games – team building, competitive, fun, learning. They do not mention any other aspects of a circus. Remember, there are Midways at amusement parks, traveling fairs and other places. None of the other theme related activities in National's publications are circus based. And so next I went to my sources – the Pow Wow books Baloo Readers have sent me. And do you know what?? Almost everyone one of them for this month was full of circus theme material!! (**Including mine, because I had not properly done this little bit of research before assembling the Book**) And so you will find some circus stuff here and there will be lots more in October's theme issue.

This will be a great issue to bookmark. There are two large games sections – one from Circle Ten Council and one from Longhorn Council. *Longhorn's is eight pages!!* And if you still need more games don't forget **MacScouter's Big Book of Games** -

<http://www.macscouter.com/Games/index.html>

This is August - get them outside and have fun playing games!!

I have a question for you – I was wondering – living in New Jersey where schools still wait for Labor Day to open – how do packs in areas where schools open in the middle of August handle there Join Scouting Nights and Fall Registrations?? Do you do them in August or September?? Do you have your first pack meetings in August?? Do I need to put Join Scouting info and Bobcat ceremonies for your new members in this issue next year?? Drop me a line and let me know what I can do to help you. Thank you.

Wolf Den Leaders - check out the items on collecting in the Tiger section. There are many good ideas your Scouts could use for the Collections Requirement in their Wolf Book.

PRAYERS AND POEMS FOR SCOUTERS

CS Roundtable Prayer

Cub Scouting Roundtable Planning Guide

Lord, for rest, fun and friendships,
You have given us play.
To "Do Our Best" and be good sports,
The rules we will obey
Grant us humility if we are number one,
If we're not, remind us Lord,
That we play the games for fun!!

Amen

A change in behavior begins with a change in the heart –
Sign in front of First Assembly of God Church in Carney's Point, NJ. I did a web search and found the quote in several places but did not find a source. I was thinking how thought provoking this saying is and how pertinent to Scouting. We are trying to affect the hearts and minds of boys to make them good citizens for life. Commissioner Dave

“Leadership is the art of accomplishing more than the science of management (*or your District Exec – CD*) says is possible.” Colin Powell

What Shall You Give

Longhorn Council

What shall you give to one small boy?
 A glamorous game, a tinselled toy,
 A whittling knife, a puzzle pack,
 A train that runs on curving tracks?
 A picture Amok, a real live pet---
 No, there's plenty of time for such things yet.
 Give him a day for his very own---
 Just one small by and his dad alone.
 A walk in the woods, a romp in the park,
 A fishing trip from dawn to dark.
 Give the gift that only you can---
 The companionship of his old man;
 Games are outgrown and toys decay---
 But he'll never forget if you give him a day.

This Moment

Author unknown
Circle Ten Council

I may never see tomorrow; there's no written guarantee,
 And things that happened yesterday belong to history.
 I cannot predict the future, and I cannot change the past,
 I have just the present moment; I must treat it as my last.
 I must use this moment wisely for it soon will pass away,
 And be lost to me forever as a part of yesterday.
 I must exercise compassion, help the fallen to their feet,
 Be a friend unto the friendless, make an empty life complete.
 I must make this moment precious for it will not come again,
 And I can never be content with things that might have been.
 Kind word I fail to say this day may never be unsaid,
 For I know not how short may be the path that lies ahead.

The unkind things I do today may never be undone,
 And friendships that I fail to win may nevermore be won.
 I may not have another chance on bended knee to pray,
 And thank my God with humble heart for giving me this day
 I may never see tomorrow, but this moment is my own.
 It's mine to use or cast aside; the choice is mine, alone.
 I have just this precious moment in the sunlight of today,
 Where the dawning of tomorrow meets the dusk of yesterday

TRAINING TIP

**Ideas for a GREAT Pack Meeting
 and Getting a Little Help While You're at it**
Pac Sky Council

I found this great bit of advice on the Pacific Skyline council Website, <http://www.pacsky.org>, and thought I would share it with you. It fits real good as you should be preparing for your Annual Program Planning Meeting and looking for ideas to spice up each months Pack Meeting Show. Commissioner Dave

Pack Meeting Essentials

Family oriented — must be fun for the whole family
 Good meeting site and logistics (*however, don't be afraid to use alternative meeting sites during the year*)

Invest in a small sound system

Establish a strong theme for each meeting and have fun with the theme

If you have more than 10 kids, set up a rotation of activities/games whenever possible

Always give out awards; make every kid receiving an award feel like it's their special moment

Always recognize new Scouts and any kids just there checking the pack out along with their parents and any other family members

Keep meetings to between one and one-and-one-half hours

Involve the dens in the program (*parents are there to see their kids in action*)

- ✓ Have dens help with set-up and clean-up
- ✓ Rotate responsibility for opening and closing ceremonies
- ✓ Ask dens to put-on a skit or lead a song at least 2 or 3 times during the year

Have meeting program done well in advance of the meeting; review draft program with pack committee and solicit their input

Have handouts covering upcoming pack activities (a hike, Scouting for Food, etc.)

Have a good gathering activity

- ✓ “Find someone who” scavenger hunt game
- ✓ Have Displays (Pinewood Derby cars before the Pinewood Derby races)
- ✓ Feather games
- ✓ Find someone with a coin in their pocket game
- ✓ Have an area set aside where kids can learn and practice knot tying
- ✓ Nature scavenger hunt outdoors during warm weather months
- ✓ Put out stamps on a table which kids can go through (and ultimately keep) as they arrive

Don't be afraid to bring in outside talent

- ✓ Someone with interesting stories about your community's history
- ✓ A local community figure or athlete

Recognize adult leaders as often as you can

- ✓ Mention a successful den activity that a den leader led during the month
- ✓ Tie recognition to event (recognize popcorn chair when popcorn awards are presented to Scouts)
- ✓ Have den leaders help with awards presentations
- ✓ Have activity/program chairs make announcements and help with recognizing Scout participants
- ✓ Special recognition at first pack meeting of the year and at the Blue and Gold dinner

- ✓ Develop some type of "Spirit" award that is presented to a den each month

Offer one or more games for Scouts and siblings to play
Cubmaster's minute

Optional program items for a Pack meeting:

- ✓ Songs
- ✓ Craft project
- ✓ Story

Uniform inspection in January

Dim the lights whenever you can to add a special effect to opening and closing ceremonies

Visual presentation – it's really a Pack show not a Pack Meeting

- ✓ Ask one or more parents to take pictures or videos at your pack meetings.
- ✓ Power Point presentation of various pack pictures taken during the year, set to music
- ✓ Show a compilation of some of the videos taken at pack activities.

Pack meeting theme/location ideas:

- ✓ Conduct a campfire program at a local park; roast marshmallows afterwards
 - ✓ Raingutter regatta pack meeting with a fun pirate theme
 - Walk the plank (kids walk forward blindfolded on a 2x4) pin the tail on the pirate game
 - Raingutter regatta boat racing area
 - Area where kids can make paper pirate hats and hooks
 - Magnetic fishing game area
 - ✓ Pinewood derby pack meeting (if you don't have a track, partner with another unit which does)
 - ✓ Hold a pack meeting in the dining/activities room of a local senior community (works best around Christmas) and invite all of the seniors to attend.
 - You can hand out door prizes in a raffle fashion (seniors love raffles)
 - You can donate a Christmas tree and help the seniors decorate it that evening
 - Scout families can bring holiday treats to share with seniors
 - Scouts can adopt a senior and send that senior a Christmas card (you should see the Scout's face when the senior sends a return card addressed to that Scout)
 - You can also sing Christmas carols with the seniors and offer various holiday crafts activities
 - ✓ Hold a pack meeting in a local park during a warm weather month and tailor the program accordingly. You can also work with the city/county to have them suggest a service project which could be performed just prior to the start of your pack meeting (i.e. Service project from 6:30-7:30; pack meeting from 7:30-8:15)
- Ideas for your in the Park Meeting -
- Knot tying
 - First aid
 - ✓ Capture the flag game
 - ✓ Conduct a pack Olympics
 - ✓ Conduct a pack bike rally

- ✓ Native American theme with a local Native American dance team and/or storyteller.
- ✓ Teamwork theme with a rotation of games designed to cultivate teamwork within each den:
 - Treasure hunt outdoors (den works together to solve clues)
 - Kim's game
 - Team shuffleboard
 - Cub Scout knowledge relay race
- ✓ Model rocketry theme (make the rockets at your pack meeting and then shoot them off the next Saturday morning)

PACK ADMIN HELPS

Important Dates in July -

July 4 – The birthday of our country!! We are 228 years old this year!!

When do you go to Cub Day Camp? or Resident Camp???

Months with Similar Themes

Santa Clara County Council

Aug. 1985 – Be A Clown

Nov. 1993 – Circus

Sept. 1997 – Circus

The best advice for your Pack administration this month is to make sure you have a well-run and productive Annual Program Planning Meeting.

Remember, failing to plan is planning to fail

Or the 6 P's of Planning –

Proper Prior Planning Prevents Poor Performance

Get a hold of your council and district calendars. Find out when all the Training courses are being held – New Leader Essentials, Position Specific, Youth Protection, B.A.L.O.O. (so your pack can go camping) Pow Wow and others. Mark all the **ROUNDTABLE** dates on the calendar. I gave out a schedule of all next year's Roundtables and special events I knew about at our program Launch. I even had it printed on card stock so leaders could use it for a page break or something and not lose another piece of paper. (Can you tell I'm a RT Commissioner – I start my 6th year this Fall)

Get your resources lined up to give your new leaders and those changing positions. Find out what special activities your Council or District has planned for cubs – Parent-Son Overnights, Harvest Festivals, Emergency Services Days, Activity Days, Fishing Derbies, trips,

Figure out where you are going and when – we use a once a week, once a month philosophy – One meeting a week, one special activity a month. (But we seem to have special activities more often)

Schedule that Fall family camping Trip so everyone knows about it and can be there. Cubs want to go camping – take them camping!!

Tiger Uniforms

Rowland, a Cub Scouting friend in PA

The National postcards are out, and so are the orange Tiger shirts! As of August 1, 2004, Tigers will wear the blue Cub Scout shirt, and an orange neckerchief. Per the picture on the card, the Tiger Cub Totem will now be with beads on the right chest pocket. **Hear them roar!!!**

I think National Supply sent postcards to all Cubmasters.

Not sure who else. CD

Collecting and Other Hobbies

Circle Ten Council

Family Activity**COLLECTIONS/HOBBY BOARD**

Families assemble picture collages that will reflect the collections or hobbies that they participate in together. These boards can be displayed at pack meeting.

TO HAVE A HOBBY

To have a hobby is to indulge in some form of play, which exercises our hands as well as our brains, and to take a line that cures our despondent, worried, jittery feelings. When we indulge in a hobby through which we see something taking complete form under our own hands, then we gain self—confidence and self—respect.

Every person should spend five or six hours a week at some creative task in which he can submerge himself completely.

The hobby should be something in which a person may excel and in which he takes a keen delight. There is relaxation and comfort in doing something for the sheer delight of doing it. This means, naturally, that one's hobby may change form many times in a lifetime, but even the changes are good, because every one gives us something new to think about, a new approach to the world, a new way of seeing things. Something can be found that will give a sense of self—completion, of creation and of tranquility.

POSSIBLE HOBBIES YOU CAN DO AS A FAMILY

- ✓ Kite club
- ✓ Karate
- ✓ Bicycling
- ✓ Gardening
- ✓ Join or create local family book clubs
- ✓ Pottery
- ✓ Collecting
- ✓ Leather working
- ✓ Clay modeling
- ✓ Ceramics
- ✓ Painting
- ✓ Drawing
- ✓ Writing
- ✓ Raising pets
- ✓ Looking after an aquarium
- ✓ Making airplanes, boats, doll houses.

Collecting may seem an insane pursuit to many people, but with a little ingenuity it can be made fascinating and challenging. One stamp collector — stamp collecting has been called "King of Hobbies" — hinges an issue of a country's stamps in a frame around the page, and then in the middle he writes particulars about it: when it was adopted, the artist who designed it, why this design was chosen, and

any other interesting matter he can glean from the encyclopedia, the history of the country, and the daily papers.

This is a more thrilling way to go about collecting than the mere scraping together of a lot of something. It is a plan that can be adapted to building collections of autographs, coins, buttons, insects or trading cards.

Den Activity

In prospecting for a hobby we should not forget reading, or we should leave enough spare time from other things for this aid to intellectual growth.

A hobby satisfies the desire in all of us to create something. There are a thousand and one ways in which people satisfy their creative urge. In choosing a hobby, the really big question is: Will it give you fun and enjoyment? It must interest you. It must be something you do because you want to do it.

Who Collects What

- | | |
|-----------------------|-------------------|
| 1. Rock Hound | A. Stamps |
| 2. Folk Singer | B. Recipes |
| 3. Numismatist | C. Timetables |
| 4. Ham Radio Operator | D. Coins |
| 5. Cook | E. Old furniture |
| 6. Lexicographer | F. Call numbers |
| 7. Philatelist | G. First editions |
| 8. Antique Collector | H. Ballads |
| 9. Railroad Buff | I. Obsidian |
| 10. Book Lover | J. Words |

(Answers: 1-I, 2-H 3-D 4-F 5-B, 6-J, 7-A 8-E 9-C,10-G)

It's interesting to learn about your friends' hobbies and collections. They like to hear about your interests, too. Tell your den about something you like to do for fun or like to collect.

*Tell your den about a favorite hobby or activity or

*Show or tell your den about something you like to collect.

Go See It

Obviously a trip to some place with a collection or many collections –

Museum – maybe a car or plane museum

Gardens - like Longwood Gardens or Callaway Gardens

A battlefield to look at the relics

An aquarium to look at the fish

A ball field – many parks today have a local hall of fame with memorabilia from the team

Go to the beach and collect shells

Go to a place where the Tigers can dig up fossils

Be creative on this. It's summer time and the boys want to be outside!!

Please send me ideas for the Five Tiger badge requirements. Starting in September I again plan to publish ideas for each of the requirements. It would be great if I had some new material!!! Commissioner Dave
[***\(commissionerdave@comcast.net\)***](mailto:commissionerdave@comcast.net)

SPECIAL OPPORTUNITY

The Whittling Chip

Kommissioner Karl



The Whittling Chip is a “license” for a Cub or Webelos Scout to use a pocket knife. In order to earn the Whittling Chip, a scout must undergo proper handling, care and safety instruction with a pocket knife.

Tradition in many councils, districts, and units holds that when a Scout does not follow the safety precautions learned, that 1 to 4 corners of the Whittling Chip card are cut off. When all 4 corners are gone, the Scout must go through the course again to earn a “new” Whittling chip before he is allowed to carry and use a pocketknife again. How many corners are removed for each offense is determined by the severity of the offense. Not checking the area may result in the loss of one corner, where as throwing the knife around a crowd of people may result in the loss of all four. The card should be carried at all times if the Scout has or will be using a pocket knife. Although this policy is not written in any official BSA publication, it bring home the point to the Scout that he may lose his privilege if he doesn’t follow the rules. An adult should not hesitate to stop a Scout who is misusing his pocket knife and instruct him again. Also, a Whittling Chip card is only for a pocket knife. It is **NOT** for axes or saws.

The wording on the Whittling Chip card reads:

In return for the privilege of carrying a pocketknife to designated Cub Scout functions, I agree to the following:

1. **I will** treat my pocketknife with the respect due a useful tool.
2. **I will** always close my pocketknife and put it away when not in use.
3. **I will not** use my pocketknife when it might injure someone near me.
4. **I promise** never to throw my pocketknife for any reason.
5. **I will** use my pocketknife in a safe manner at all times.

The Official BSA Whittling Chip or Cub Scouts and Webelos Scouts is a Wallet Card (No. 34223A) and/or Patch (08598)

**Here are some Teaching hints for Whittling Chip –
From Mike Bowman, USScouts**

One idea that I really liked when I saw it at a PowWow was for the den leader to make up a large pocket knife with folding blades out of cardboard, construction paper or what-have-you. The knife was about two feet long, which made it

large enough for all the boys to see when the den leader was explaining safety and how to use the knife.

From Steve Eisenberg.

Your Cub Scout knife is an important tool. You can do many things with its blades. The cutting blade is the one you will use most of the time. With it you can make shavings and chips and carve all kinds of things.

You must be very careful and think when you whittle or carve. Take good care of your knife. Always remember that a knife is a tool, not a toy. Use it with care so that you don't hurt yourself or spoil what you are carving.

Good Things to Remember

Know the safety rules for handling a knife

A knife is a tool, not a toy.

Know how to sharpen a knife. A sharp knife is safer because it is less likely to slip and cut you.

Keep the blade clean.

Never carry an open knife in your hand.

When you are not using a knife, close it and put it away.

Keep your knife dry.

When you are using the cutting blade, do not try to make big shavings or chips.

Easy does it.

Knives are not toys!

Close the blade with the palm of your hand.

A knife should never be used on something that will dull or break it

Be careful that you do not cut yourself or any person nearby.

A knife should never be used to strip the bark from a tree.

Do not carve your initials into anything that does not belong to you.

Test your knowledge

You should close the blade with the palm of your hand

True False

A knife is just a toy.

True False

It's okay to keep your knife wet.

True False

A dull knife is more likely to slip and cut you.

True False

You should carry your open knife in your pocket.

True False

Carving your initials into a tree is okay.

True False

The Pocketknife Pledge (fill in the blanks)

I understand the reason for _____ rules.

I will treat my pocketknife with the _____ due a useful tool.

I will always _____ my pocketknife and put it away when not in use.

I will not use my pocketknife when it might _____ someone near me.

I _____ never to throw my pocketknife for any reason.

I will use my pocketknife in a safe manner at _____ times.

Word bank - Close, respect, injure, promise, all, safety,

Cub Scouter Award
Kommissioner Karl



The Cub Scouter Award can be earned by any registered Cub Leader. This is the only knot that can be earned by Assistant Cubmasters, Assistant Den Leaders, Chartered Organization Representatives and Members of the Committee. In addition, many Cubmasters and Den Leaders qualify for this award if they lead their den for four or five of their Tiger, Cub and Webelos years, or lead the pack for two years beyond the two years required for the Cubmaster Award. The requirements are similar to other training awards, and include:

- Training:** Fast Start, any Cub Leader position, and Youth Protection Training;
- Tenure:** Two years (service in one position to earn a training award cannot be used to earn any other award, so if a Den Leader applies for the Den Leader Training Award their first year, their bear year as Den Leader could be used as one year toward the Cub Scouter Award);
- Performance:** Five of the ten listed unit program measures listed on the award progress record, which include leading programs such as the Pinewood, service projects, training and quality unit award.

The progress record may be printed from:
http://www.cornhuskercouncil.org/resources/forms/CubScouterAward_2001.pdf

*Kommissioner Karl is a regular contributor to Baloo.
Thank You CD*

GATHERING ACTIVITIES

WONDERS OF THE MODERN WORLD

Utah National Parks Council

Peep shows are lots of fun and an integral part of the midway. This show is more fun than ever, because it's full of wonderful surprises. To set up your show, round up as many shoe boxes as you need for the items to be featured. The more, the merrier. Cut a peep hole in the front of each box. Across the top, near the other end, cut a slot about 1/2" wide. Place an attraction in each box. A few strategically placed pieces of tape around the lid should help keep curious Cubs out of the box. Arrange your boxes on a table with the peep holes at eye level. Label each box to dramatize what's inside. Here are some suggestions:

- HAIRLESS DOG:** a hot dog.
- HEART TRANSPLANT:** A small flowerpot with a tiny branch covered in cut-out hearts.
- ROCKETRY:** Roll a piece of paper to resemble a tree trunk. Snip tabs at one end to paste trunk to cardboard base. Add some paper branches. Cut rockets from paper and hang from branches. Now you have your Rocket Tree.

- POLAR ICE CAP:** Cut and assemble a block from a piece of clear acetate. Make a paper hat and set on cube.
- FIVE SENSES:** Here's a real quickie! Paste five pennies on a piece of cardboard or heavy paper. Get it?
- OCEAN LINER:** Pile up a little pile of sand on a piece of cardboard.
- AUTOMATIC DISHWASHER:** Mom will get a kick out of this. Draw or cut out a picture of a dog licking a plate clean.
- RUINS OF CHINA:** Ask mom for an old dish. Smash it into a couple of pieces and glue the pieces to a cardboard base.
- WOMAN (OR MAN) WITH EYES IN BACK OF HER HEAD:** A picture of the den leader or Cubmaster.
- BULLDOZER:** A picture of a sleeping bull.

MIDWAY WORDS

Circle Ten Council

On the Midway the workers had a different language that they spoke with each other.

Can you match the correct word with the definition?

BEEF	BLOW DOWN	GRAB JOINT
MIDWAY	PARADE	SINGLE – O
TROUPER	AGENT	BLOW
DONIKER	HOT SNAKE	MITT CAMP
SIDESHOW	SLUM	

1. Any midway game operator.
2. A complaint from a customer.
3. Lose money
4. Tents or rides that are leveled to the ground by a windstorm.
5. A rest room.
6. An eating concession
7. Poisonous snake used on a midway show.
8. Location where all the concessions, rides and shows are located.
9. A fortune telling booth on a midway.
10. Used to announce the arrival of the circus to town.
11. Any show that plays the midway
12. Single attraction.
13. Cheap prizes.
14. A person who has been with a traveling midway for one year.

Answers: 1. Agent, 2. Beef, 3. Blow, 4. Blow Down, 5. Doniker, 6. Grab Joint, 7. Hot Snake, 8. Midway, 9. Mitt Camp, 10. Parade, 11. Sideshow, 12. Single-O, 13. Slum, 14. Troupier

Fun Maze

- Cub # 5:** *Pop balloon, read:* And My Country
- Cub # 6:** *Pop balloon, read:* To help other People and
- Cub # 7:** *Pop balloon, read:* To Obey the Law of the Pack
- Cub # 8:** The Cub Scout Promise reminds us to be the Best that we can be, to be Proud to be an American.
- Cub # 9:** Now let us remind ourselves of our duty to our country by reciting the Pledge of Allegiance”

SHOW TIME

Circle Ten Council

TV ANNOUNCER: (with microphone) Welcome ladies and gentlemen, boys, and girls, to one or the greatest family entertainment nights of the year. This is Show Biz Pack meeting night!

SIGN HOLDER: Cub holding card saying "applause" walks past the front row of seats showing his can. He can be wearing ear phones as if he is getting orders from a control booth.

TV ANNOUNCER: We have for you a preview of tonight's attractions. Tonight for your pleasure we will have songs!

SINGERS: Small group of wildly dressed Cubs with instruments can come in singing words of a pop song.

SIGN HOLDER: He follows close behind with a sign that says 'yea'.

TV ANNOUNCER: We have for you games!

ATHLETES: A small group of Cubs come in dressed in team uniforms with balls and giving each other pep talks, sign holder; He follows close behind with a Sign saying "HOORAY."

TV ANNOUNCER: Of course we will have a little business to discuss.

SIGN HOLDER: Comes close to announcer with a sign that says "BOO".

TV ANNOUNCER: And we will have a lot of fun!

SIGN HOLDER: Comes close to announcer with a sign, that says "OH BOY".

TV ANNOUNCER: But before we get on with the show, lets all rise and say the Pledge of allegiance to the Flag.

Lead the Pledge of Allegiance

TV ANNOUNCER: (Like introducing Johnny Carson--swing a pretend golf club) Now hee--aarrs the Cubmaster.

SIGN HOLDER: Shows the "applause" sign again.

GREETINGS

Utah National Parks Council

This is a classic that can be used for many themes. CD

This ceremony is introduced by the den chief who explains that the audience is to respond by doing as the boys say. The boys hold up cards which spell out the word "greetings". Each boy exposes his card as he speaks his line.

- G Glad to see you here tonight.
- R Reach out your hand to a friend on the left or the right.
- E Everyone smile and shake his hand,
- E Everyone smile and nod at another friend.

- T Together now, stand up on your feet.
- I I'd like for you all to take your seat.
- N Now that we're all friends, we'll start the show,
- G Good will is a feeling we all like to know.
- S So now we say greetings to everyone. We've tried to spread good will, and that we've done. So, Cubmaster, our program's begun! (This boy motions for Cubmaster to come on stage.)

CUB OPENING OR CLOSING CEREMONIES

Utah National Parks Council

These ceremonies are suitable for openings or closings. You can use them all, or just the parts you'd like. These letters can be written on posterboard and held by the boys as they read their parts off the back.

- C is for comradeship. We learn to get along.
- U is for unity. Together we are strong.
- B is for boy. Wild and woolly, but nice.
- S is for socials. You don't need to ask twice.
- C is for courtesy. Of which we all know.
- O is for outings. We are rarin' to go.
- U is for universal. Scouts are known in every land.
- T is for teamwork. We'll all lend you a hand.

- W Wow, this is great!
- O Oh boy, I like den meetings!
- L Lots of great crafts and games.
- F Fun is number one!

- B Boy, I made it again
- E Easy as pie if you try.
- A Always something new to do
- R Ready to go to Webelos.

- W stands for work well done
- E stands for energy and effort.
- B stands for boys who are full of adventure
- E stands for everyone who helped us advance.
- L stands for love of country.
- O stands for opportunities that lie ahead
- S stands for the Scout trail that we follow.

Circus Flag Ceremony Opening

Longhorn Council

The Pack Meeting is set up and run like a world class circus. The Cubmaster is attired as Ringmaster, all Cub Scouts are in costumes

Ringmaster: Ladies and Gentlemen, boys and girls, welcome to our show "Under the Big Top!" Let's greet our circus performers as they make their grand entry by standing and singing the Star Spangled Banner.

Play snappy recording of the National Anthem as flags and color guard lead the parade. All Cub Scouts are in their den-made costumes as clowns, side show members, aerial artists, trained and wild animals. Use brilliant colors, fantastic costumes and masks with a lot of imagination. Have trilling circus music, capricious clowns (den leaders) fill in slack time between the den circus acts of your show.

Circus Theme

Longhorn Council

The circus is our theme for this month; we think it is a dilly; Both circuses and little boys can sometimes be quite silly. Den leaders find it a natural to do this kind of show. They run a three-ring circus every single week, you know. At a circus there is shouting, roaring, stamping, whistles tooting; Tumbling, pushing, falling, wrestling, and a rolling and a-rooting. At den meetings things keep moving, constant motion, constant noise. There are lots of things in common between circuses and boys. We've put all the dens together; it's not Ringling Brothers, you know. But we think you will enjoy it, so let's get on with the show.

PACK AND DEN ACTIVITIES

SILLY SIPPERS

Utah National Parks Council



Materials needed: Drinking straw, permanent markers, foam egg carton, craft foam

- From a foam egg carton,
- Cut the egg cup for the clown's face.
- Decorate the face with permanent markers.
- Cut a funny cap and ruffled collar from the egg carton top or craft foam.
- Make a hole through the top and bottom of the head and through the collar and cap.
- Slip each piece onto the straw.

CLOWN BALL GAME

Utah National Parks Council

Materials needed: Three 8 X 12 inch squares of heavy cardboard or plywood, poster paints and brushes, enamel paints and brushes (if plywood used), string or twine, thread spools, two soft rubber balls, coping saw or knife, and hand drill.

Expand the clown face picture to be almost 12" high. Draw and cut out the clown faces on the 8 X 12 inch piece of cardboard. Paint with poster paints. For a more permanent game, cut the clown heads from plywood. Wood can easily be cut with a coping saw and painted with enamel paints. Drill holes through each ear and run

heavy twine through all three clowns as shown in the



drawing. Drill a hole through each chin, tie string to it, and hang several thread spools on the string. The spools will keep the heads upright. Now hang this between the backs of two chairs. The game is to throw the two balls at the clowns and try to tip them over. It is interesting to note how many think that they must aim for that big nose instead of the hat, which is the only place to hit and make it tip over. That nose just seems more tempting.

GIANT FERRIS WHEEL

Utah National Parks Council

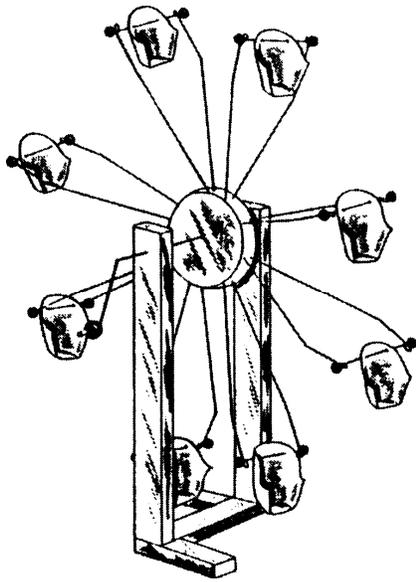
Material:

Soft pine or balsa wood, 1/2" thick and Wire of various thicknesses is everything you need for a Ferris wheel that turns. The thinner wires are easy to insert in the soft wood by hand. For thicker coat hanger wire, hammer lightly or drill holes. The finished product can be painted or left in its natural wood state and shellacked.

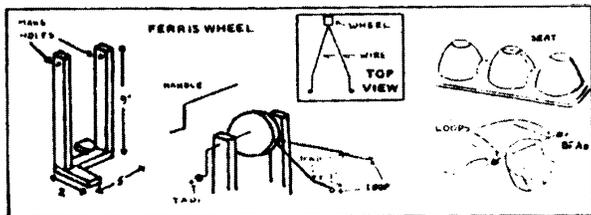
For the Ferris Wheel, you will need six wood pieces as follows:

- one strip 1 x 5 inches for base
- two strips 1 x 2 inch for extensions on the base
- two strips 1 x 9 inch for uprights
- one circle 3 inch diameter for the center of the wheel

Using a drill or hammer and a nail about the thickness of a coat hanger, make a hole 1/2 inch from one side of each 9



inch strip. Glue all the strips together for the structure of the Ferris wheel as shown, with the holes on the uprights at the



top.

Make a hole in the center of the wooden wheel as you did on the upright pieces. Cut and bend the wires for the seats and insert into the main wheel. Try to keep the seat arms evenly spaced around the wheel. Bend loops in the end of the arms attach egg carton seats. Glue small beads of the ends of the wire to keep the seat wires in place. Assemble as shown and have a "Circus."

STRINGLIES

Utah National Parks Council

Materials needed: Cardboard, scissors, glue, wire coat hanger, needle-nose pliers, toothpick, two small fishing weights or a couple of large nuts

Cut the Stringlie shape from cardboard (a file folder works well and they come in many colors). Begin by folding the cardboard in half, draw the Stringlie on the side with a felt pen. Cut out both sides together and draw the features on the other side.

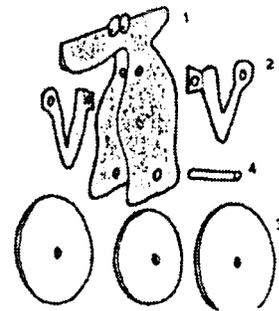
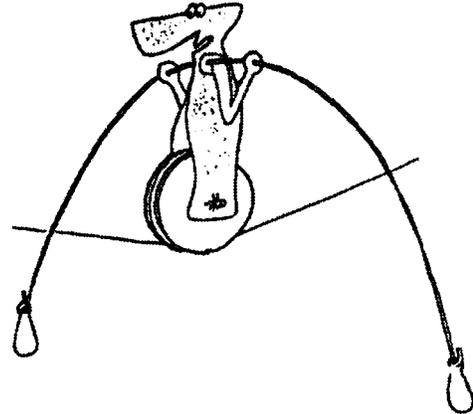
Cut out the arms and use the pointed toothpick to make holes in the hands, arms, and body to take the wire balance pole. Glue the arms to the body.

Now cut out the wheel. It is made from three cardboard circles. Glue two layers of cardboard together and then cut out the center circle. Next, cut the outer circles from a

BALOO'S BUGLE

single cardboard thickness and with a diameter slightly larger than that of the center circle; the outer circles will keep the wheel on the string. With the toothpick, poke a hole through the center of each circle, and while the toothpick holds them in position, glue the three circles together. Remove the toothpick.

Slide wire through one hand, shoulder then the other hand. Attach weights to end of wire. Place Stringlie on a length of string and see if he will ride along.



Ball Catchers

Santa Clara County Council
From the Kids Domain



I am infamous around our council for my several dozen detergent bottles (courtesy of my wife) cut into this shape. The game is Dirty Laundry and we play catch with balled up socks. Makes a great gathering activity for Training sessions. Have people say their name, unit and position when they catch the ball. CD

Here is a good way to recycle your old plastic laundry detergent bottles or plastic milk jugs, and have lots of fun afterwards. The plastic bottles can be hard to cut, so help available for this step.

Supplies:

2 Plastic milk jugs or laundry detergent bottles,
Sharp scissors,
Colored electrical tape or "Painters" paint markers,

Small rubber ball, or tennis ball *or socks (see above)*

Directions:

1. Wash and let dry the milk cartons well before starting.
Note: It may be easier to cut the bottom off of the containers first.
2. Use the sharp scissors to cut the milk carton or detergent bottle. First cut off the bottom, then cut a U shape under the handle. Make sure you don't cut into the handle so you can hold onto the bottle while catching the ball.
3. Use the colored electrical tape or "Painters" paint markers to decorate the milk cartons.
4. Have fun playing catch and toss.

Bowling Game



Santa Clara County Council

Recycle those plastic soda bottles, and make an easy midway game.

Supplies:

Ten Plastic bottles (2 liter or 20 oz.), clean and dry;
Stickers, shredded tissue paper, shiny cloth or Easter grass;
Lightweight rubber ball

Directions:

1. Decorate bottles with stickers, or fill them with tissue paper (bunched or shredded), shiny cloth, or Easter grass.
2. Setup the pins and bowl them down with the rubber ball.

Gone Fishing

Santa Clara County Council



Here's an easy craft that makes a fun carnival game for those budding fishermen.

Supplies:

2 Sheets of craft foam,
Pen, Cardboard, Scissors, Metal paperclips,
Ruler or stick about 12" long,
String or Plastic lanyard (Rexlace),
Magnet (rectangular or horseshoe shaped: need to be able to tie string to it)

Directions:

1. Draw several fish outlines on a piece of cardboard. Cut out.

2. Let the boys trace around the fish on the craft foam. Show them how to draw the fish close together to use all the craft foam.
3. Cut the fish out. (They don't have to be perfect!)
4. Draw faces on the fish.
5. Open a paper clip end slightly. Poke it through the fish's mouth. Pull the fish all the way around the paperclip until it "drops" into the open area. Close the paperclip.
6. Repeat for the rest of the fish.
7. Tie a string on one end of the ruler or stick. (Note: Works great with a ruler that has a hole in the end!)
8. On the other end of the string, tie on the magnet.
9. Now go fishing!

Ball in Cup Game

Santa Clara County Council

This is an easy Den craft that you can use as a Pre-opening activity at the Pack meeting.

Supplies:

Film canisters (ask for recycled ones from local Film Developer);
flat sticks or paint stirrers;
Twine, string or yarn;
Hot glue gun & glue,
Medium-sized Wooden bead

Directions:

1. Glue the canister to an end of the flat stick (paint stirrers work well)
2. Tie a piece of string (twine, yarn) to the stick. Tie the other end of the string to the wooden bead.
3. Try to get the bead into the cup.

MIDWAY IDEAS TO DO AND MAKE

Circle Ten Council

KIDDIE PUTTER 16-foot golf run way is perfect for practicing a putt. They try putting the golf ball through the mouth of a friendly clown.

SHARK ATTACK Stand on a wooden surfboard and slingshot fake fish into the mouth of Jaws.

GOLF CHALLENGE Test your golf accuracy by chipping Velcro golf balls to the freestanding 8' X 8' green.

PIN THE TAIL ON THE DONKEY An all time classic, try to pin the Velcro tail on the donkey. Closest player to the butt, wins.

CARNIVAL GAMES Bring tradition to your next event with midway carnival games. Tic-tac toe, duck ponds, bean bag toss.

SPIN ART Drop dabs of nontoxic colorful paint on Frisbees, shirts or index card and then they are spun into action creating a colorful one of a kind design.

SAND/CANDY ART Create their own arrangement of bright sand colors in one of many plastic bottles designs. Take it one step further and use tart candy instead of sand and it now becomes a design that the kids can eat.

WET SPONGE TOSS Set up a large piece of cardboard on which is painted head and body. Leave a hole for the face. A boy stands behind the cardboard and pokes his head through the hole as a target. You can use a decorated balloon instead,

but it isn't as much fun. Players toss wet sponges at the target; three tosses per participant.



DARTS Boys toss darts to burst balloons mounted on a board. Close adult supervision needed. Observe safety rules.

PENNY TOSS Players try to toss coins into cereal bowls floating in a tub (or dishpan) of water.

KNOCK'EM OVER Place large juice cans or milk cartons in a cluster. Participant have three shots to upset them with a tennis or rubber ball tossed from a distance.

DOUSE THE CANDLE Players squirt water from a water pistol, or through a drinking straw, in an attempt to put out the flame of a safely mounted candle.

FISH POND Fill a large box or barrel with paper fish onto which are attached large safety pins. Participants try to hook fish with a fishing pole. Not all fish are worth a prize. Print the value of prize winners on them.

GUESS HOW MANY Participants write their estimates of the number of beans in a jar on a slip of paper and include their names. Award prizes to winners at the end of the evening

DUCK POND Participants are blind-folded and attempt to pick 3 of the same color duck. This is a nice alternative to the regular duck pond game - NO WATER!

PING PONG TOSS Line up bowls on the ground and had the participants try to get the balls in the bowls.

Outdoor Carnival Games:

- Knock down the cans
- Bean bag toss
- Drop the clothespin in a bottle
- Ring toss
- Bushel toss

Contests:

- Pie eating contest (*mini pies available from the snack section of most supermarkets*)
- Juggling contest
- Sack race
- Catch the water balloon
- Watermelon eating contest
- Seed spitting contest

Other Activities:

- Music
- Arm wrestling
- Pet parade

- Cake walk
- Face painting

AUDIENCE PARTICIPATIONS

The Wonderful Cellar Band

Longhorn Council

Divide audience into five groups. Assign each a part and an action. Have groups practice as you assign them parts.

DUSTY OLD CELLAR:	Creeeek Ah choo
EMPTY GLASS JUG:	Boop boop
RUSTY SAW:	Whaang Whaang
BEAT UP TRASH CAN:	Crash Barn
FADED OLD HATBOX:	Pat a tat tat

Once upon a time as many stories begin, in a DUSTY OLD CELLAR there lived a group of very good, very old and very outdated friends. There was an EMPTY GLASS JUG, a RUSTY SAW, and two BEAT UP TRASH CANS and a FADED OLD HAT BOX. Now these old friends had been in the DUSTY OLD CELLAR for a very long time. And except for being moved about from time to time they were left alone to rust or turn to dust. Needless to say, they were very lonely.

One day, the EMPTY GLASS JUG, in a deep low voice said: "It's too quiet here. I wish something would happen." "Now really," JUG," said the RUSTY SAW. "What could possibly happen here?"

"Why," said the FADED OLD HAT BOX, "I've been sitting on this CELLAR shelf for 20 years and all I've seen is two mice and a Daddy Long Legs spider." "The EMPTY GLASS JUG is just getting older and emptier." said the BEAT UP TRASH CANS. "Don't pay him any mind."

Suddenly there was the sound of footsteps on the CELLAR stairs. Four young boys, all dressed alike, came cautiously down the CELLAR steps. They were talking in hushed voices, "Are they twins asked?" the FADED OLD HAT BOX. "I think they're Pygmies." Said the RUSTY SAW, in a lofty voice. "Nonsense," said the EMPTY GLASS JUG. "They're Cub

Scouts." said the BEAT UP TRASH CANS. By now the old friends were very curious and excited. They listened as the boys talked.

"Boy, it's spooky down here in the DUSTY OLD CELLAR." said Jim Cub Scout. "Don't be a fraidy cat." said Mike Cub Scout. "Aw heck, let's go." said Jack Cub Scout. "No, wait." Said Bill Cub Scout. "I've got an idea. We have to do a stunt for a Den Meeting, don't we?" "Yea, that's right," the other three chorused. "Well," said Bill Cub Scout, "Let's have a band, a CELLAR band." "A Band!" they yelped. "Sure," said Bill Cub Scout. "I'll play that RUSTY SAW.

Jim, you take the EMPTY GLASS JUG. Mike, that FADED OLD HAT BOX will make a neat drum. And Jack, those BEAT UP TRASH CAN lids would be swell cymbals.

Well, of course you know the rest. Den Three made new friends with old Mends, right there in the DUSTY OLD CELLAR, with an EMPTY GLASS JUG, a RUSTY SAW, a FADED OLD HATBOX, and two BEAT UP TRASH CANS, and for all we know, they may be playing yet.

FAIR DAZE

Utah National Parks Council

Divide audience into six groups and assign each a part. Make sure they practice as you assign other parts.

DEN LEADER: Let's go boys!

CUB SCOUTS: Do your best!

HORSES: Neigh, neigh

CALLIOPE: Um-pah, um-pah, um-pah

COTTON CANDY: Yum, yum!

MIDWAY: Step right up!

FAIR: All noises at once

One day, there was a DEN LEADER who was getting weary from working to keep her CUB SCOUTS quiet. She decided she needed a nice change and was looking for something different to do with her CUB SCOUTS. At last, she found an answer. The FAIR was coming to town. Here was a chance for the DEN LEADER to spend a nice, relaxing day at the FAIR with her den of CUB SCOUTS. She knew the boys would enjoy playing games at the MIDWAY, watching the trained HORSES perform and listening to the CALLIOPE music while eating COTTON CANDY. She was certain there would be no problem in keeping them quiet in all this fun.

So, after filing a tour permit, away they went for a relaxing day at the FAIR. Away from the noise of the energetic CUB SCOUTS in the den who were so full of vim and vigor. First stop was the MIDWAY. Each CUB SCOUT tried his hand at the MIDWAY games and won some cool prizes. Next, they watched the trained HORSES dance around the ring. Then the CUB SCOUTS munched on blue and gold COTTON CANDY while listening to the CALLIOPE play its catchy tunes. Those CUB SCOUTS were having a grand old time at the FAIR.

The DEN LEADER, however, found that the FAIR was not as quiet and relaxing as a den meeting with eight energetic CUB SCOUTS. The noise of the HORSE and the clamor of the CALLIOPE music made the DEN LEADER feel like she was in a daze. It was then that she began to realize how much she really did appreciate her CUB SCOUTS. She knew she would rather listen to their shouts and laughter any day, instead of the FAIR noises with the MIDWAY barkers, the HORSES, and the CALLIOPE music.

At the end of the day, it was a happy and tired den of CUB SCOUTS who came home from the FAIR, carrying their MIDWAY game prizes, full of COTTON CANDY. The catchy tunes of the CALLIOPE music and the clomping of the HORSES' hooves rang in their ears. But the tired grins on their faces turned to smiles of utter delight when the DEN LEADER said "Wheeew! What a relief to hear the sounds of my den of CUB SCOUTS." So you see, the FAIR was just the change she needed.

ADVANCEMENT CEREMONIES

CIRCUS ADVANCEMENT CEREMONY

Utah National Parks Council

Cubmaster: (Dressed as ringmaster) Ladies and gentlemen, you are about to witness feats of daring-do never before witnessed by the human eye. Acts so astounding you will ooh and aah with amazement. Stupendous sights! Thrilling acts! Welcome to our circus!

For our first act tonight, we present our trained Bobcats and their fearless trainers, also known as parents. They will be in the center ring in a few moments and will perform for us, showing the amazing feats they have mastered. (Bobcats and parents come forward and the boys answer questions regarding the Bobcat requirements. Cubmaster awards the badges.)

Notice how well these Bobcats have been trained by their trainers. Let's have a cheer for this fine act which we have just witnessed with our very own eyes! (Lead appropriate applause.)

Ladies and gentlemen, now for our second colossal act of achievement this evening, we present a fine trained Wolf act. The Wolves in this act are as follows: (read boys' names if receiving Wolf badge or arrow points.) Here come these astounding Wolf Cubs and their trainers into the ring now! (Boys and parents come forward. Cubmaster goes through similar circus talk to introduce Bear award and arrow points. Lead appropriate applauses after each group.)

Now in our center ring, a most stupendous act, seldom seen by the human eye. A rare and mysterious animal, known as the Webelos! They are extremely smart, faster than a speeding den leader, and able to leap tall activity badges in a single bound! Introducing, the Webelos! (Call up Webelos who have earned activity badges, compass points and/or Webelos badge. Quiz the boys on what they learned to earn their award. Lead appropriate applause.)

Ladies and gentlemen, for our finale tonight, we have a stupendous act that requires much work and patience as these mysterious Webelos climb to great heights of fame and achievement. In fact, they have climbed to the very pinnacle of achievement as a Cub Scout. Let's all watch breathlessly as we now give special honor in a ceremony that will demonstrate to you what heights these boys have climbed with the help of their trainers. It is a privilege now to introduce you to the participants in this outstanding feat. (Call boys and parents forward. You could do a separate Arrow of Light Ceremony at this time. Lead appropriate applause when finished.)

Balloon Break Advancement

Longhorn Council

SETTING:

Set up the large rank advancement cards facing audience. Hide them from view by placing a large balloon in front of each card. Tape balloon to table to secure it. Have a dart to break balloons.

HINT: Arrow points and other recognition's can be put in balloons before balloons are blown up.

CUBMASTER: To continue with this festive occasions we have several young men who have worked hard to advance in rank. They have come to celebrate here tonight. *(call Bobcat candidates and parents forward.)*

These young men have started on their way in Scouting. They need to be congratulated on a job well done. *(Have Bobcat break first balloon. Give his parents his patch and congratulation Cub and parents with handshake.)*

(Call Wolf candidates and parents forward.) These young men have worked a little harder and a little longer to reach the rank of Wolf. They also need to be congratulated on a job well done. *(Have Cub break balloon. Give his parents his patch and congratulation Cub and parents with handshake.)*

Now, in our evening of celebration, let us honor our Bear candidates. *(Call them and parents forward.)* To receive the rank of Bear the Cub Scout has to put forth much more effort. *(Have Cub break balloon. Give his parents his patch and congratulation Cub and parents with handshake.)*

To complete our celebration, we need to honor our Webelos candidate. To achieve the rank of Webelos, our young man has entered a world of different requirements that are signed off by adults other than his own parents. This is a giant step for our boys to take. *(Have Cub break balloon. Give his parents his patch and congratulation Cub and parents with handshake.)*

Balloon Welcome/Advancement *Longhorn Council*

PREPARATION: 2 identical balloons with strings attached, 1 filled with helium and 1 blown up by mouth; awards/certificates; Cubmaster, new Cubs and parents. Cubmaster has balloons secured so that no one knows that one balloon is filled with helium. When he is ready to begin the ceremony, he holds the balloons by the necks.

CUBMASTER: (holding balloons) Would (name) and his parents please come forward. These balloons represent two of our local boys. Both come from great families and have good friends. Both go to school, they are both involved in sports programs in the community, they both attend church. *(Add anything else that fits the lifestyle of the boys in your area.)*

But there is a difference between these two boys. This boy *(indicate the balloon without helium)* is happy and he can keep being happy just doing the things he's doing now. *(Let the balloon without helium drop to the table or floor.)* But this boy *(indicate helium filled balloon)* is *(name)* and he has found something extra. That extra something is Cub Scouting. With his parents and leaders helping, *(name)* will be able to soar to new heights *(release balloon)* just like this balloon.

We are excited to welcome *(name)* and his family to our pack. *(If the new Cub has earned his Bobcat badge continue.)* As is our custom, we will now present his Bobcat badge to his parents to honor them for the work that they

have done in helping their son earn this badge and ask them to award it to their son. Congratulations on earning your Bobcat, which is only your first step as you soar higher and higher in Scouting. *(Give the Cub Scout handshake.)*

GAMES ADVANCEMENT *Circle Ten Council*

Note that this and other ceremonies should be reviewed and modified to suit the specific awards being giving at the meeting. This ceremony is written so that any particular award can be used or omitted without impacting the whole of the ceremony. You might, also, want to break up the speaking parts amongst several different leaders.

Cubmaster: There are a lot of computer games on the market today, and while I was surfing the Internet the other day, I found a really good one that I want to share with you. It's called "Advancement."

Now unlike many of the games out there, this one doesn't have all the wiz-bang violence and high-speed flying and diving; it doesn't involve racking up billions of points on the scoreboard; and it can only be played by a very select group of people—Cub Scouts. This is a "game" that checks out your ability to "Do Your Best."

And as in any game, the player must first learn the rules of the game. In this program, the players start in any grade, from 2nd through 5th. They learn the rules, such as the Cub Scout Promise and the Law of the Pack; what the different signs and signals mean in the activity, like the handshake and Scout sign; and special phrases and messages used during play, like Webelos and "Do Your Best." Once they've learned these basic rules, they are ready to begin the game in earnest. And once the player has learned the rules, the computer places an icon on the screen that shows the player has completed the "rules" phase—the icon looks like this.

[Cubmaster holds up a Bobcat badge.] It looks like a Bobcat!

(BOBCAT)

As a matter of fact, I think we have some Cub Scouts here tonight who also found that program and have been studying the "rules" so that they are ready to join in.

[List names of Bobcat recipients and call them with their parents to the front of the room.]

As with any program, software or otherwise, we have to understand what we are getting ready to do and how we're supposed to do it before we get started. You guys have done that. Just to help remind the rest of the players, will join with me now in reciting the Cub Scout Promise?

[Hand parents the awards to present to the boys and congratulate them with the Cub Scout handshake.

To get to the first level, the player has to get through 12 achievements. And like in other computer games, the player has to "learn" how to do things to complete these achievements. In the first level, the achievements include everything from doing physical feats of skill to learning about the flag and holding a flag ceremony to learning make the right decision in unsafe situations. And once you've completed the 12 achievements, another icon is displayed *[holds up Wolf badge]*. This one looks like a Wolf.

(WOLF)

Among all of you computer wizards out there tonight, it turns out we have some who have reached this level of the program. *[List names and invite them with their parents to come forward.]* These players have spent a lot of time learning new skills and have reached the Wolf level. [Hand out badges to parents to give to the boys.]

Once the program advances the players to the next level, the achievements become a little tougher and the players have to make some program choices to complete this level of the program. I guess the program uses "if... then" statements or something. Anyway, at this level, the players again try to complete 12 achievements, but in four different subject areas—God, Country, Family, and Self. Once they've completed 12, a new icon is displayed

[Hold up the Bear badge].

(BEAR)

Again, we've got some real program experts with us tonight who have completed these achievements. *[List off Bear candidate names and invite them and their parents to the front of the room.]* These Cub Scouts have mastered their level to get the Bear icon, but they are encouraged to keep working on this level until the program moves them up to the next level. *[Hand parents the awards to present to the boys and congratulate them.]*

The Advancement program is a little different than other programs. Because once you've gotten the Wolf icon, you still stay at that level until the program tells you it's time to begin working on the next level. But while you're working at the Wolf level, you still do other things and learn new skills. And as you do, the program gives you bonus *icons [hold up arrow points]*. An arrow point is awarded each time a boy completes ten electives; a gold arrow point for the first ten and a silver arrow point for each ten after that.

(ARROW POINTS)

[List off Arrow Point candidate names and invite them and their parents to the front of the room.] These players (in both the Wolf and Bear levels) have really mastered the program and are gaining a lot from it. Tonight we award them with the extra arrow points they've earned. [Hand parents the awards to present to the boys and congratulate them.]

This Advancement program is really a pretty smart program. Whether or not a player gets the icon for a level, the program automatically advances the player to the next level when the player is ready to take on new challenges. For those who have advanced to the level above Bear, they begin to get ready for an even greater, more challenging program that they'll be able to enjoy in just a couple of levels later—it's called the Boy Scout Advancement program. So the players in the next level begin to "prep" for this. Unlike the Wolf and Bear levels, this next level of play involves completing separate activities for which the program recognizes the player. These activities are more challenging than the Bear achievements, but then again, the players are ready for them too. While the player completes the activities, he also works on special challenges—part of the "prepping" I mentioned. This assures that the player will understand the rules and

requirements of the program after this one. As the player completes activities, he gets a mini-icon *[hold up Activity Badge pins]* and when he has gotten certain mini-icons and completed the "prep" challenges, the program gives him yet another icon *[hold up Webelos badge]*.

(WEBELOS)

With us tonight are some players who have done just that. They have worked the program to get several mini-icons (or Activity Badges) and some have even completed the prep challenges to get the Webelos icon. *[List names and invite them with their parents and Webelos Den Leaders to come forward.]*

[Hand parents the awards to present to the boys and congratulate them.]

So the program seems to go on and on. But really, there is a "finish" to the program, and some very hard-working players even reach the pinnacle (the top) of the program by going all out. These players have to "capture" other mini-icons and complete even more of the challenges in this level of the program. But when they have, the program awards them the top icon *[hold up Arrow of Light Award]*. It takes a lot of program skill and perseverance—sticking to it—just like with any other computer program. This icon is so special, that the players who get it carry it over into the next program, Boy Scout Advancement.

(ARROW OF LIGHT)

Tonight we recognize those players who have displayed their skills in the program, have worked hard to master the challenges of the "game" and have come out on top. *[List names and invite them with their parents to come forward.]* *[Hand boys the parent's Arrow of Light pins to present to their parents. Then give parents the awards to present to the boys and congratulate them.]*

One final word about this program. Anyone can play. And for the players who Do Their Best, they all come out winners!

GAMES

Last month there were a lot of water games. So if you want to do a pool party for your midway – go pull up a copy of Baloo for July's theme. CD

MIDWAY GAMES

Utah National Parks Council

Create your own midway with games set up at different locations in a yard or playing field. Everyone is a winner. Give small prizes, such as a small piece of candy for effort, and a larger piece of candy for a ringer or a hole in one, etc. Use some of these games, or come up with your own.

PAPER PLATE PITCH

You'll need an empty box or barrel and a stack of paper plates. Mark a line on the ground. Set the box about two body lengths in front of the line. How many paper plates can you toss into the box?

MARBLE MAZE

For the base, use a large cardboard box lid. Turn the lid over, and glue s-shaped pieces of foam packing material at

different spots. Place a marble at one end. This will be the START. Time each player as he tries to move the marble to the FINISH line by tilting the box back and forth and side to side. The player who gets his marble through the maze in the shortest time wins.

MUFFIN PAN BOUNCE BALL

Obtain a ordinary muffin pan, which contains a dozen cups. With small pieces of tape, mark different values in each cup. Place the pan near a wall if possible. Players stand eight feet away and attempt to bounce ping-pong balls so that they will stop in the cups. High score wins.

HULA HOOP TOSS

Mark scores on three to five watermelons, with the highest score farthest from the starting line. Players stand at the line and toss the hula hoop around the melon. See who can get the highest score in three tries. Plus, you can use your watermelons for a treat when you're done!

FLOATING TARGET

Float a pie plate in a washtub of water. Give each player ten beans and have him try to toss them onto the pie plate from about five feet away. Score ten points for each bean on the plate.

BIG BLOW

Five lighted candles are set side by side a few inches apart. Each player stands two feet away and blows. Score ten points for each candle blown out. Or, stand farther away and try to extinguish the candles with a water pistol.

SPEAR AND TARGET

For a target, roll up several newspapers and tape together to form a circle. Hang the target from a clothesline or doorway. For the spear, roll up several newspapers and wrap tape around it so it won't unroll. Mark off a throw line and see how many spears you can get through the target.

SCOOTER BUG RACES

Paint cleaned walnut halves. Place a marble under the walnut half and race down an inclined board. Or, collect small plastic foam boxes. Decorate with markers. Place a lemon under and race down the inclined board, or leave the board flat and give your bug a push.

SCOUTING AROUND

Mark ten spots in the playing area with numbers 1 through 10. At each spot, leave instructions written on a card telling players what to do next. Start boys at different spots so that all are in action at once. (That is, start one boy at 1, another at 2, another at 3 etc.) Give all boys completing the instructions a prize, such as a small piece of candy, and the one completing all instructions first a bigger prize. Below are suggestions for activities, or make up your own.

1. Walk sideways to spot 2 while looking in the opposite direction.
2. Waltz to spot 3 while reading a newspaper out loud.
3. Sing "Yankee Doodle" while holding your right foot with your left hand and hopping on your left foot to # 4.
4. Crouch on your haunches and hop to spot 5.
5. Repeat three times "Meet my brother and sister: Heza Nut, Sheeza Nut and Ima Nut." Hop three times, skip three times and run to spot 6.
6. Get down on all fours and race backward to spot 7.

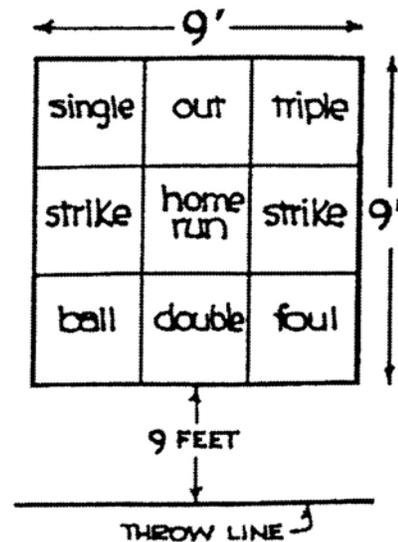
7. Crow like a rooster, moo like a cow and bray like a donkey while crawling on all fours to spot 8.
8. Balance a dime on your nose and walk to spot 9.
9. Hop on your left foot and your right hand to spot 10. Keep your right foot and left hand off the ground.
10. Do the crab walk to spot 1.

GRAB BAG

Collect about fifteen items of various shapes and sizes and place each in a small lunch bag. Let each player feel the bag and try to guess what is inside. Winner is the one with the most right answers.

ball

BEAN BAG BASEBALL



Mark a target on the ground as shown. Divide players into two teams. One team goes to bat first. In turn, the team players toss beanbags on the target from a distance of about nine feet. Each player remains at bat until he has reached base or made an out. A beanbag that lands on a line or outside the target is an automatic out. When three outs have been made, the other team comes to bat. Have a den chief umpire and keep score.

Bobbing for Donuts

Santa Cara County Council

Without using hands, each participant tries to eat a donut that is hanging by a string from the ceiling.

Supplies: Donuts with a hole in the center (1 for each participant, plus extras), Cord, string, clothespins, clean plastic bags

Decide where you want to play this game, keeping in mind that it will get messy. Spreading newspapers on the floor will it easier to clean up the mess afterwards. Tie or tack up a length of cord running across the playing area. It should be as high as possible. If you use tacks to hold the cord, make sure they are pushed securely into a doorframe or wall, so that they don't pop out and hit someone during the game. Tie each donut to a piece of string about 3 feet long. Secure the strung donuts to the cord so that the donuts hang at mouth level of the children. To keep the donuts fresh and

clean and out of reach until game time, pull two or three string together, tie a clean plastic around the donuts, and use a clothespin to hook the bag to the overhead cord. Repeat this with the remaining donuts, being careful not to crush them, because they may crack and break and fall off the string.

The object of the game is to eat the donut off the string without using your hands. Carefully remove the donuts from the plastic bags in which they've been kept out of reach, and let them hang. Replace any cracked or broken donuts. Have each player stand by one donut with hands clasped behind his back. Give the donuts a gentle swing, and watch the children try to eat them off the string without using their hands. You can award prizes for the quickest eater, cleanest eater or messiest eater.

Coin Bowling

Santa Cara County Council

The object of this game is to be the first person to bowl down a coin that is standing on its edge. You can play this game outside or indoors.

Balance a coin on its edge in the middle of a flat surface (sidewalk or hardwood floor). Quarters, fifty-cent pieces, or dollar coins work well for this. If you have trouble balancing the coin, use a small piece of modeling clay to support it. Players take turns rolling other coins of the same size across the surface, trying to knock down the balanced coin. It is harder than it looks, so players should aim for the flat side of the coin. The first player to know down the coin is the winner. You can also set up several coins as in real bowling and award bonus points for knocking down more than one coin per turn.

Carnival Lollipop Ring Toss Game

Santa Cara County Council

Make a lollipop ring toss board for a carnival.

The kids can paint a scene on a 3x3 feet piece of plywood. Then drill holes all over the board that the sticks from the lollipops fit in (so the candy part of the lollipop is sticking out the front, and the stick is pointing out the back of the board.) You can use rings from a ring-toss game, or make some from 12" pipe cleaners. The kids get to keep whatever lollipop they ring.

Creepy Claws

Santa Cara County Council

Cut three or four plastic straws into pieces about an inch long and put the pieces into a pile in the middle of a table. Put a cup in front of each player. To make your claws, cut a straw in half. Tape one half to your first finger and other half to your thumb. When each player has his claws on, the game can begin. At the count of three everyone starts to pick up straws. When all the straws are gone the one with the most in his cup is the winner.

Game Treasury

Longhorn Council

The following is a list of 160 plus games. Copy this list down to a file on your compute and you will have instant reference anytime you need a game. CD

Here is a general list of equipment for the games. Do you have a Den Chest where you keep such things??

Art Supplies	Balloons	, Baseball, Paper
String	Volleyball	Pencils
Clothespins	Tennis Ball	Beans
Blankets	Soccer Ball	Straws
2 X 4 Lumber	Flags	Cardboard Boxes
Book	Buckets	2 Liter Soda Bottle
Checkers	Bean Bags	Styrofoam cups
Feathers	Eggs	Camping Equipment
Pole/stave	Blindfolds	Newspaper
Wheel	Football	Spoons
Chairs	Beach Ball	

* Denotes a game requiring NO equipment

***Amoebae:** Split the group into two: one-third of the group and the remaining two-thirds of the group. The two-thirds group forms a circle by linking hands around the inner group of the remaining one-third of the total group. The inner group needs to be divisible by two. Move the entire amoebae from one end of the room to the other. Have the amoebae split into two. Both groups move back across the room to the starting point. Both groups split again in exact halves and race back across the room. Continue splitting the amoebae every time the room is crossed. This will finally result in one person remaining in the center with two people holding hands around them. First amoebae with one in the middle to make it back across the room wins.

***Animal Calls:** Boys see who can do the best animal impersonations. Can be for fun or judged for prizes.

***Animal Relay:** Each member of a team is allocated a different animal. He must then move across the hall in the style of that animal.

Art Contests: Boys design projects or posters on a particular subject for fun or to be judged.

Artists: Players sit round a table, each with paper and pencil. The right-hand Scout draws a picture, in separate firm strokes, of an ordinary figure or head, putting in his strokes in unusual sequence so that for a long time it is difficult to see what he is drawing. Each player looks over to see what the man on his right is drawing and copies it stroke by stroke. When the right-hand artist has finished his picture, compare all the rest with it.

Asteroid Field: Place objects (asteroids), such as chairs, into the playing area (outer space). Have the group choose partners. One partner is blindfolded at one end of playing area. The non-blindfolded partners stand at the opposite end of the playing area and try to talk their partners through the asteroid field without running into any of the asteroids. Have all of the teams playing at the same time. Make it more difficult by starting teammates at opposite corners, forcing teams to cross each others' paths.

***Back-to-Back Relay:** Pairs standing back to back their backs touching and must run together to a goal and back with one running forward and the other running backward. If they separate, they must start over again.

***Backward Trip Race:** This is run in teams of three, the central player facing forward. The other two, with arms

linked, facing backwards. The first team to finish intact wins.

Balloon Battle: Teams try to pop as many balloons between them without using hands.

Balloon Popping: Teams must pop a predetermined number of balloons by sitting on them. Variation: Boys must make an invention that pops the balloons.

Baseball Throw: Boys take turns seeing who can throw a baseball the farthest. Boys should be broken up into groups by rank. A baseball is the prize for each rank.

Bat the Balloon: Teams line up with members standing side-by-side, separated by the distance obtained when players stretch their arms sideways. Fingertips should touch between players. The first player in line takes and inflates a balloon, and bats it towards the second person in line, who bats it to the third person, on down the line and back again. The only rule is this: once the players have taken their stance, they may not move their feet. If a balloon falls to the floor, or if someone moves his feet in an attempt to reach the balloon, the first person in line must run and get the balloon, and take it back to the starting line to begin again.

Bean and Straw Relay: Team members must hold a straw upright with a bean balanced on top and cross the playing field. Beans are then dropped into a can. Team members must get all 20-30 beans across the field without losing any. If a bean is dropped, the Cub goes back to the starting line and begins again.

***Birthday Line-up:** Have the Scouts line up in order of their birthdays (month and day, year isn't necessary). The trick is, they CAN NOT TALK AT ALL. You'll find they resort to sign language, nudges, someone might try to start directing, etc.

Birds on a Telephone Line: Divide the group into two relay teams. String a clothesline from one side to the other at shoulder height of the average person. Clip 20 or more round topped clothespins onto the clothesline. (The pins are the birds and the clothesline is the telephone line) On signal, the first person in each team runs to the line, removes a pin with his teeth (no hands!), brings it back to his team and drops it into a sack. The first team finished wins.

Black Spot: The Cubs are issued with scraps of paper, which they must not lose. Leaders (bad pirates) will paint a 'Long John Silver' style spot on their scrap of paper to curse the Cub if they can catch and tag them. Any Cub without a spot, or with the least spots, wins.

Blanket Volleyball: Divide group into two teams, each with a blanket held like a parachute. Toss in an object that is volleyed from team to team using the blanket for propulsion. Can add objects.

***Blind Man's Race:** Teams of three do this. Two are blindfolded, and clasp hands. The one not blindfolded holds their outside hands and guides them through the course.

***Blind Shapes:** Group is blindfolded or with eyes closed. Have group form themselves into a square or a triangle, etc. Can use a rope with everyone holding on.

***Blind Walk:** Divide group into pairs with one member of each pair blindfolded. Seeing partner leads blind partner on a

walk. The walk should be challenging, including such obstacles as climbing over tables, crawling under chairs, walking up or down stairs, climbing over railings, etc.

Bomb the Bridges The players stand scattered around the hall with their legs around 2 feet apart. Each player's legs form a 'bridge' which may be bombed. To bomb a bridge, a tennis ball must be thrown between the player's legs (hitting a player's legs is not enough). Once bombed the player is out and must sit down. The last player standing is the winner. To prevent being bombed a player may protect himself using his hands to catch or deflect the tennis ball. Players may not move their feet or crouch to prevent being 'hit'.

Bomb the Rebel Bases: An evil space empire has declared war on you and your comrades. The empire sends a battle cruiser to your planet in order to bomb its rebel base. The players stand scattered around the hall (outer space) with their legs spread about shoulder-width apart. The gap between each player's legs form a 'rebel base' which may be bombed. To bomb a base, a tennis ball must be thrown between a player's legs (hitting a player's legs is not enough). Once bombed, the player is out and must sit down. The last player standing is the winner. To prevent from being bombed, a player may protect himself by using his hands to catch or deflect the tennis ball. Players may not move their feet or crouch to prevent being hit.

Book Report: Get a book. Tell group there will be a book report in five minutes. Allow them to study the book. Pass out a test: number of pages, weight of book, title, author, publisher, copyright date, etc.

Bucket Relay: Fill one of the buckets half-full with water, and leave the other empty. On 'Go', the first player runs to the other end of the playing area where the buckets have been placed, pours the water into the other bucket, leaves the empty bucket there, and carries the full bucket to the next player in line. The second player takes the bucket with water down to the other end of the playing area and empties it into the empty bucket. He then picks up the full bucket and carries it back. The relay is finished when all have had a turn. The winner is the team with their water intact.

Bull Riding: Make bulls out of cardboard boxes. Boxes should have a hole cut in the top and the bottom flaps folded in so the Cub can stand in the box. Cardboard cutouts can make horns and bull faces. The Cub picks the box up with one hand while standing in the hole. He must buck himself for eight seconds. Done for fun. Boys sometimes buck themselves off!

***By One, Twos, etc. :** Call out numbers beginning with one. Have group members gather by the numbers. Those who don't fit into a group are out. When the group becomes one large group, then call out numbers in reverse order.

Canyon Bridge: Two teams meet on an eight-foot 2X4 (the bridge). The groups need to pass each other to get to the other side of the canyon. Anyone who falls off goes to the end of his team's line.

Camping Skills Contest: Boys pitch a tent, answer fire and camping safety questions, cook a meal, strike camp, etc. Fastest Cub wins.

Capture the Flag: Two teams each with a flag at opposite ends of a field. Teams try to get the other team's flag without being captured. Captured flag must be returned to team's headquarters. Anyone tagged is a prisoner and taken to the team's jail. Prisoners are freed by being tagged by one of their teammates.

Capture the Fort: Divide players into two sides: Attackers and Defenders. Defenders form a circle, holding hands and facing outward, with their captain in the center. Attackers surround the fort at about eight or ten paces distant. They try to kick a soccer ball into the fort; it may go through the legs of the defenders or over their heads. If it goes over their heads, the captain may catch it and throw it out. But if it touches the ground inside the circle, the fort is captured and the players change sides.

***Cat and Mouse:** Organize the players into a rectangular grid, or maze, spaced so that they stand two arms lengths away from their partners in all 4 directions. Start with all the players facing in the same direction with their arms spread to their sides - this should create a number of rows. On the command 'Turn' everyone should turn round 90° - don't be too worried which way just as long as it is a quarter turn. This changes the maze from rows to columns. Two players a 'cat' and a 'mouse' will run around the maze, the cat trying to catch and tag the mouse. They may run around the maze and along the lines of arms but must not pass or stretch across them. You can shout 'Turn' at any point during the game to change the maze. When the mouse is caught start again with another pair or start with a new mouse and allow the old mouse to 'grow' to a cat.

Catch the Frog Egg: Split the pack evenly in two and assemble one team in a circle holding hands and the other team in a line. A leader positioned in the middle of the circle throws a ball to each boy in turn and counts the number of consecutive catches made. If anyone drops the ball counting starts again from zero. Meanwhile the team in a line runs 'relay fashion' around the circle and back to the line to tag the next player. This acts as a timer. Once all the Cubs have run the teams swap over. The team with the highest number of consecutive catches wins. Variation: total the number of catches in each run attempt. Team with the highest total wins.

***Centipede Relay:** Cub 1 of the team runs up hall and back, he puts one hand between his legs for the Cub 2 to hold. They run up hall and back together, cub 3 joins chain etc. Team penalized if chain breaks - must start again. Variation: Instead of holding hands the team holds onto a pole.

Charades: Write animals, current movies, Cub Scout nomenclature on strips of paper. Cubs draw strips of paper at random and then try to get their teammates to guess the answer without talking.

Checker Relay: Scouts race up and down the hall in relay fashion, with a pile of 6 checkers balanced on the back of one hand. They are not allowed to steady the pile with the other hand. The only time they can touch the checkers with the other hand is either when they have dropped them and

are picking them up, or when they are transferring the checkers to another Scout in their team.

***Chinese Ladders:** The Scouts should sit down the length of the room facing their partners, with their feet touching those of their partners. Upon command, the boys jump up, and run down the room over the legs of their team (who may not move those legs!). When they reach the end of the ladder they take their place sitting next to the end players on their team. Then the next team members do the same as the first team members. First team to cross the room wins. This game can be made more interesting by providing simple obstacles for the ladders to avoid, like chairs, boxes, or benches to go around.

Christmas Handshake Give each boy five Christmas cards or seals. On signal each boy introduces himself to five parents other than his own. Each time he must leave a card or seal with them. (Parents should not accept the card or seal until the introduction is complete and the boy can repeat their name.) The first den to finish, assembles as a den and raises their hands in the Cub Scout sign or gives their den yell.

Clodhopper Race: A series of pieces of paper are placed in a circle after a team member is blindfolded. The team member must step on each piece of paper following directions from teammates. They cannot touch him or move him.

***Come Along:** All of the Cubs are placed in a bunch in the center of the play area. Each of the four teams is assigned a corner of the room as home base. Four Cubs are chosen to be leaders. The four leaders run to the center of the room and grab the hand of another Cub. The two Cubs must run around the bunch of Cubs and then grab another Cub. The three Cubs circle the bunch and grab another Cub, etc. Determine how many Cubs would evenly divide the bunch into four even groups. That is the number of Cubs that must be gathered in a string before heading for home base. First team to gather their Cubs and get home wins. Boys left in the bunch are the leaders for the next round.

***Count to Ten:** All players stand on one line except one player who is it. "It" stands with his back to the other players on a goal line about 30 to 35 feet from the starting line. "It" counts to ten as fast and as clearly as he can. While he is counting, the other players advance as fast as they can by putting one foot directly in front of the other (heel, toe, heel, toe). At the count of ten, "It" turns around. Everyone freezes. If someone moves he starts all over again. The first player across the goal line wins and becomes the next "it".

Cow Tipping: Scouts join hands and form a ring round some object (like an empty one-liter soda bottle), which will fall over if touched. The players all swing round the "cow" and each one has to do his best to make one of the others tip the cow over, at the same time avoiding knocking it down himself. When a boy tips over the cow he is out, and the game goes on until only one player remains. Players who let go of the other player's hand are both out.

Crab Football: This is a version of soccer that can be played indoors or outdoors using chairs as goal posts. The rules are much the same as normal soccer with the exception

that players must be in the crab position. That is on hands and feet with back towards the ground.

Circle Trivia: Use a tennis ball or beanbag. After choosing a category, call out a letter. "It" has five seconds to find a response to the category with that letter.

Crazy Course: Design an obstacle course with funny obstacles.

Crew Race: Groups of four or more straddle a pole, which must be held with both hands by each player. The front racer having at least one hand on the rail in front of him and the boy on the rear having at least one hand on the rail behind him. All scouts face backward except the last one who is the coxswain and steers.

Cross the River: Line up in teams with their equipment and draw two lines to represent the river. Lay "stepping stones" (pieces of paper) across the river. Cub 1 carries Cub 2 on his back across the river using the stepping stones. Cub 2 comes back and picks up Cub 3 plus a piece of equipment. Cub 3 comes back and picks up Cub 4 plus a piece of equipment and so on until all the Cubs have crossed the river.

Cub Car Races: Use cardboard boxes as cars. Dens should decorate their vehicles. One lap equals a trip around the room. Pit stops mandatory. Change tires (remove shoes and put them back on). Wash windshield (other team member sprays driver's face with water bottle and then wipes face dry). Fill up with gas (drink a glass of water). Either have each den member run three laps or have dens exchange drivers after each lap.

Cubmobiles (Pushmobiles): Plans and rules found in "The Cub Scout Leader How-To Book".

C.U.B.S.: Cubs sit in a large circle and a bean bag is placed in the center. The leader assigns each Cub a letter of the word CUBS. When the leader calls out a letter, all the Cubs with that letter jump up, run around the circle twice, come back to their spot, then enter the circle, and try to snatch the bean bag from the center of the circle.

Cup Race: Thread paper cups onto a cord stretched between chairs, or posts. Each team member blows cone to the end of the cord, brings it back; next boy does the same. First team finished wins.

Dizzy Pole Relay (Izzy Dizzy): Each team member runs up hall, picks up a bat. Then puts one end stationary on the ground and runs around it 10 (or so) times before running dizzily back to his team to tag the next boy.

Dodge Ball: Divide boys into two teams. One team makes a circle and the other team stands inside it. The boys forming the circle throw a large ball at the boys inside the circle, who are running around trying not to be hit. The inside boys may not catch the ball. A ball hitting a boy on the head does not count. Only boys in the outside circle may catch and throw the ball. Boys who are hit below the knee join the outside circle and try to hit the inside boys.

Donkey Race: Two boys straddle a broomstick, back to back. On signal, one runs forward and the other runs backwards about 50 ft. They then run back to the starting line, but this time they change positions (forward becomes backward runner) then the next two team members go.

***Do This, Add That:** First person does something (pats head). Next in line Pats head and adds something (stomps foot). Game goes until someone skips a step.

Drinking Contest: Boys have a water-drinking contest. No hands allowed. Do this well before bedtime.

Driving the Pig to the Fair: Put a little water in a one liter soda bottle for ballast. In turn, each member of the team uses the stick to push the bottle (pig) to the end of the room (fair) and runs back with the equipment.

***Eat the Fish Tail:** The group forms one long line by linking hands. The "head" of the fish (one end) tries to tag the "tail" end.

Egg Toss: Classic egg toss game with partners in two rows facing each other. The egg is tossed to one partner. The partner takes a step backwards and throws the egg back to the other partner. Partner takes another step backwards. Continue the process until all eggs but one have broken. World record: 323 feet 2.5 inches!

Fake Trivia: Pass out a written test. Those with the most creative answers to questions win a prize.

Feather Relay: Each player throws a long feather javelin style, toward the finish line. As soon as it comes to earth, he picks it up and throws it again, and continues until across the finish line. He then picks it up and runs back to his team to give the feather to the next player. Variation: each team member makes a paper airplane to use instead of the feather.

***File Race:** Teams race in single file, one behind the other. No Scout is permitted to pass his teammate ahead of him.

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

***Fish in the Sea:** All players but one stand behind a line. "IT" stands midway between the line and a goal line thirty feet away. He shouts "Fish in the ocean, fish in the sea; don't get the notion you'll get by me." The fish leave their line and try to cross the goal line without being tagged. Players who are tagged join "IT" and help catch others.

Flapping Fish Relay: Players must waft a paper cutout of a fish (1' length) across the hall and back using the newspaper as a fan.

***Flint and Monty:** Two players are "it". They stand in the circle blindfolded. One calls "Where are you Flint?" The other responds "I'm here Monty". Players must try to find each other.

Football Throw: Boys take turns seeing who can throw a football the farthest. Boys should be broken up into groups by rank. A football is the prize for each rank. Nerfs work the best.

Four Clowns in A Row: Give each person present a sheet of paper marked off in 16 squares. In each square they must get someone present to write his or her name. That will mean that each person will get the signatures of 16 people, one for each square. Provide each player with about fifteen small stickers. If the committee could get white stickers and paint clown faces on them it would help. Each one is now asked to write his or her own name on a small piece of paper. These are placed in a hat. The leader draws the names from the hat, one at a time. As the name is called, the person bearing it responds with a lusty "Here," and raises the right hand. This serves as an introduction to the group. Each person who has that name on his paper puts a sticker in the square where it appears. When any player gets four stickers in a row, either across, down, or diagonally, he shouts: "Four clowns in a row!" Some suitable award may be made to that player. Let him read the names of the four.

***Go Stand in the Corner:** Create four teams. Start with all the players of one team in one corner. When 'One' is called the players must run across the width of the room. When 'Two' is called they must run across the length of the room. When 'Three' is called players must go to the diagonally opposite corner.

Group Juggle: Have the group stand in a circle, fairly close together. Toss a ball across the circle, calling out the player's name to whom you toss it. That player tosses to a different player and so on until everyone has caught the ball and thrown it on once. It should be back in your hands at this point. Add a second ball and then a third. Add as many balls as you want. Variations: Make a wide circle outdoors, use toilet paper instead of balls, use various size balls.

Guard the Treasury: One boy is chosen to be "IT", the keeper of the treasure, who stands guard over the "jewels" (beanbag or whatever). Everyone else forms a circle around "IT". The group standing around "IT" must try to steal the treasure without being tagged. Those touched by "IT" are frozen in place and can no longer try for the treasure. Play ends when the "jewels" are captured.

***Guessing Games:** Variations of 20 questions, fun trivia quiz, Scout knowledge etc.

***Heel Race:** Each runner runs on his heels. Scouts are not allowed to touch the toes to the floor.

***Hog Calling:** Call the pigs in from the field for dinner!

***Human Boat Race:** Each boat is made up of eight to ten players each in full knees-bent position. Each player has his hands on the shoulders of the man in front. Facing the line of players in each boat is a 'COXSWAIN'. The coxswain holds the hands of the front player in the boat. When the race starts, the boats move forwards by all players in a boat springing together off both feet. The coxswain for each boat shouts encouragement for his team and calls out the rhythm for the spring. During the race, any boat that breaks up into two or more parts is deemed to have sunk and is disqualified from the race.

Ice Cream Eating: Variations: no spoons allowed feed their parents ice cream while both Cub and parents are blindfolded.

***In the Pond:** Mark a big circle on the ground. This is the pond. The whole group stands around the edge. The leader is the referee. When he shouts "In the Pond," you all jump into the circle. When he shouts "On the Bank," you all jump out. But sometimes he will try and trick you by saying "On the Pond" or "In the Bank". Anyone who moves, on a wrong order, is out of the game.

Japanese Balloon Game: Put charade answers in balloons before inflating. Players take turns being "It". Pop the balloon without using hands and then act out the charade. Winner gets to be "It".

Juggling: Juggling involves any feat of balance. Teach the Cubs to juggle one object, then two, then three, etc. Or balance a stick on their finger, nose, etc.

Karaoke: Have Cubs (and parents and leaders) lip synch to their favorite songs.

Keep the Ball Up: Using a beach ball, have Scouts start hitting it around and trying to keep it off the ground. Then challenge them to keep it in the air for 20 hits, or 30 hits, etc. Encourage them to develop some strategy (such as establishing "zones", or an order, etc.) to try to keep the ball up for as many hits as possible.

***Keep Talking:** This is a knockout competition, it is played in two's. Each person has to keep talking at the other person. It doesn't matter what they are talking about, but there must be no repetition or pauses. You may need a referee to decide the winner of each pair.

Keep the Satellite Up: Scientists rely on gravity and inertia to keep satellites in orbit. Your task is to keep the satellite from falling to earth. Using a beach ball, have Scouts start hitting it around and try to keep it off the ground. Then challenge them to keep it in the air for 20 orbits (hits), or 30 orbits, etc. Encourage them to develop some strategy (such as establishing "zones", or an order, etc.) to try to keep the ball up for as many hits as possible.

Kicking Contests (soccer/football) : Who can kick a soccer ball or football the farthest? Boys should be put in groups by ranks. A football or soccer ball can be the prize for each group.

***Lighthouse:** Leader is the lighthouse. Half of group members are rocks, other half breaks up into teams of boats. Rocks are placed at random around the room. At the signal, the lighthouse begins making a foghorn sound, the rocks say "swish, swish" like the sound of waves against them, blindfolded leaders of the boats begin to navigate to the foghorn without touching a rock. After first round, rocks and boats switch places.

Light Year Whispers: Your mission, if you choose to accept it, is to send a message to an exploratory crew deep in outer space. Distribute members of the teams some distance away from one another. Give the team leaders a scrap of paper with the same message (around 15 words long). The team leader runs to the first player and relays the message verbally without the help of the paper. The team members must remember the message and relay it to the next team member who in turn relays it down the line to the final Scout. The final Scout writes down the message. When he returns to the starting point, the team with the message most

resembling the starting message wins. The longer the distance the more breathless, less articulate, and more forgetful the Scouts become.

Limbo: The classic game of how low can you go?

Long Distance Whispers: Distribute members of a team some distance away from one another. Give the leader a scrap of paper with a message around 15 words long. The team members must remember the message and relay it to the next team member who in turn relays it down the line to the final Scout. The final Scout writes down the message when he returns back at the starting point. The team with the message most resembling the starting message wins. The longer the distance the more breathless and less articulate and more forgetful the Scouts become.

Loop-de-loop: Have the Scouts stand in a circle and hold hands. Start one hula-hoop (or inner tube, long loop of rope, etc.) hanging over one pair of joined hands. Each person in the circle must pass the hoop/loop over him/herself and on to the next person - WITHOUT letting go of hands.

Minefield: Place objects (mines) into the playing space (minefield). Have the group choose partners. One partner is blindfolded at one end of field. The non-blindfolded partners stand at the opposite end of the field and try to talk their partners through the minefield without running into any of the obstacles.

***Motorway Crash:** Boys sit in a circle. One boy is given the name of a car (e.g. Ford, Nissan, Rolls, Jaguar, etc.) When that name is called out the boy gets up and runs round the circle, various calls are made that the boys have to react to:

Join the M1-	Change direction
Steep Hill-	Walk
Puncture-	Hop
Fog-	Pigeon Steps
Accelerate-	Start running
Crash-	Collect object

When 'Crash' is called the boys run back through their own place and into the middle of the circle to pick up some item placed there. Once 'Crash' has been called the boys can't change the direction they were running.

***Multiples (Taiwan) :** Players sit in a circle and start counting round the circle from "one." If the agreed figure for the game is seven, each time the number being called includes the figure seven or is a multiple of seven, the player keeps quiet and clasps his hands together. If anyone makes a mistake the leader records a point against him. When the boys become good at this game, add one or two other numbers, so they will have to keep very sharp not to get caught with more than one numbers going on at once. For one number the player clasps hands. For the second number he will put both hands above his head. For the third number he can nod his head.

Musical Chairs: The classic game of one chair too few.

My Secret Friend (Russia): Every member of the group puts his or her name on the scrap of paper and put it in the can. When everybody has put his scrap of paper in the bag,

shake it carefully. Then let your Scouts take one of the scraps and secretly read the name. This person will be his secret friend during the game (it can last for several days like at Day Camp). During these days everybody is to please his secret friend, to present him with any crafts, drawings, etc. At the end of the game all players are find out who the secret friend is.

Nail Driving Contest: Cubs compete against others of the same rank in a one-on-one contest to drive nails into boards. Smaller nails can be used for smaller Cubs. Consider having safety glasses available for the Cubs.

Nail Driving Relay: Stand one 4x4 block for each team on edge and start two or three 16 penny nails to the same height in the edge. Place the blocks about fifteen feet from the starting line and put a hammer next to each of the blocks. On "GO!" one boy from each team races to the block, picks up the hammer, and swings ONE blow to drive the nail into the block. He then lays the hammer down and returns to his team, tagging the next boy in the relay. The race continues, with each boy in turn going as many times as it takes for one team to drive all of its nails flush into the block. Be ready to straighten bent nails. Variation: Drive tent pegs with a mallet.

Nature Picture Hunt: Cut out pictures from magazines of items that can be found on a nature hike. Teams must locate the items either by list or by laying out the pictures like bingo cards.

Newspaper Grab: Place a single page of newspaper in the middle of the room. Have group members stand against walls. At the signal, they all run and try to grab as big a piece of newspaper as they can with one hand. Largest piece wins.

Newsprint Race: Each scout is provided with two sheets of newspaper, which he uses to run the race. He can only step on the newspapers; this is done by: stepping on one, lay the other in front of him, steps on it, retrieves the paper behind him, which he places in front of him moving forward in this fashion.

Nose-Knife: Stick a knife into the ground. Point to the knife and say "knife". Point to your nose and say, "nose". Try to trick group into pointing at wrong object.

Orange Peel and Eat: Boys pick an orange from a pile. The first to peel and eat their orange wins.

Outdoor Memory Game: Before the game, pick up a few 10+ objects that the players may find in the area and lay them out. The teams or individuals must find as close matches to the objects you have collected. You can either display or hide your collection so that the players can or cannot come back and refresh their memories. The team with the display best matching the original wins.

Outer Space Exploration Memory Game: Players are interplanetary explorers. They have arrived on a newly discovered planet and must return samples to mission headquarters. Before the game, pick up a few 10+ objects that the players may find in the play area (an unexplored planet) and lay them out. The teams or individuals must find as close matches to the objects you have collected. You can either display or hide your collection so that the players can

or cannot come back and refresh their memories. The team or individual with the display best matching the original wins.

***Packed My Suitcase:** Memory game where Cubs sit in a circle. The first Cub names an item that he packed in his suitcase. Each Cub adds another item as they go around the circle. The Cubs who remembers all of the previous items wins.

Paper Airplane Throw: An indoor game where the Cubs try to throw their paper airplane the farthest. Great for Roundup nights when the new prospective Cubs have the meeting "fliers" to turn into "flyers". Do this game while the parents are filling out registration forms. Have a prize for the winner. Make it tougher by having a box in the middle of the room. Anyone who gets his airplane into the box wins a prize.

Paper Spaceship Throwing: Preferably an indoor game where the Cubs try to throw their paper spaceship the farthest. Great for "Cub Scout Roundup" nights when the new prospective Cubs have their meeting "fliers" to turn into "flyers". Do this game while the parents are filling out registration forms. Have a prize for the winner. Make it tougher by having a box in the middle of the room. Anyone who gets his airplane into the box wins a special prize.

Paper Hoops: A pile of newspapers for each team is placed at one end of the room with the teams lined up at the other end. When the whistle blows they race up to the newspapers. The object is to cut the newspaper sheet in the middle and then step through the paper without ripping it right through to the edge. If that happens they have to start again. When they have stepped through they race back so that the next team member can go. The winners are those who are all sitting down with their arms folded. Use newspapers that are not too big.

Patience Relay: Separate the cards into a suit per team. Lay out the 10 number cards (including ace) in any order face down at the end of the room. One at a time the boys run up and turn over a card. If it is not the Ace then they turn it face down again and run back to their team and the next player has a go. When the ace is turned up they can lay it face up. The next card needed is the two and so on. Play continues until one team has all its cards turned face up.

Pick Jack's Nose: Make a giant poster of a jack-o-lantern and tape to the wall. Have a box of paper noses with thumbtacks attached. Spin boys around and see who gets their nose closest to the right location on Jack.

Ping-Pong Ball Relay: Each player gets a straw that he uses to blow the Ping-Pong ball across the floor.

***Pioneer Went to Sleep:** Everyone stands in a circle. The first player begins by saying "Pioneer went to sleep." The rest of the group answers "How did Pioneer got to sleep?" The leader then says "Pioneer went to sleep like this, like this," repeating a small gesture such as nodding the head or twisting the wrist. The rest of the group mimics the gesture and answers "like this, like this." The entire group continues to repeat the gesture as the next boy in line says "Pioneer went to sleep," and others respond as before. The second boy adds another gesture to the first, so that now there are two

movements to keep going. The game continues around the circle, each player adding a gesture. By the end of the game, the entire group should be a foot-wiggling, eye-blinking, head-shaking, nose-twitching mess. Try to add as many gestures as possible before the game totally falls apart. Since it is difficult to do more than ten gestures at once, you may not get everyone in the group, but the challenge is to see how far you do get. Start off slowly with small things, such as toes and fingers, and work up to the bigger things, such as arms and legs.

Poison Pole: Link hands around a pole (Den flag). Circle members try to pull others into contact with the pole.

Pony Express: Four boxes are placed across the playing field. Each box has the name of a town written on it. The Cubs are broken into four teams. Leaders write the names of the towns on slips of paper representing letters to be delivered. The papers are shuffled so each team does not deliver to only one town. The boys must deliver their letters to the proper town and return to tag their next teammate on the hand. First team to deliver all of their letters and return win.

Potato Jump Race: Establish a start and a finish line. Line the boys up on the starting line. Give each boy a potato (Ping-Pong ball, balloon, etc.) to put between his knees. On 'GO' see who can jump to the finish line first without dropping the potato.

Potato Race: Each team member tosses the potato into the air and catches it on the fork, takes it off, and hands them to the next player.

Push - Catch (Canada) : Everyone is in a circle except for one person in the middle (usually a leader to start). The person in the center has a ball that the leader throws to those in the circle. The leader must shout out either PUSH or CATCH. The person to whom the ball is thrown must DO THE OPPOSITE ACTION that was shouted out. That is if the leader shouts PUSH, the Cub must CATCH the ball. If the leader shouts CATCH the cub PUSHES the ball. If an error is committed by either not doing the opposite or stumbling with the ball, the Cub must sit down or step back and is eliminated from play. Variation: If the group gets really good at the game, the shouter must shout out 3 words (such as PUSH CATCH PUSH) and the Cub must do the opposite of the middle one (or the first or last).

Quarter Toss: Set a group of targets on the floor (plastic bowls, cups, paper targets). Toss quarters, other coins, or washers onto the targets.

***Radar:** First Cub on the team is placed about 30 feet ahead of the rest of his team. All team members are blindfolded. The first team member must lead his teammates to him by talking to them, making noise, etc. Gets harder with more teams doing the same nearby.

***Red Rover:** There are two teams. Each team holds hands and forms a line to face the other team. Then Team 1 shouts "Red Rover, Red Rover I call John over". John runs from his team, Team 2, at the other line to try and break through their hands. If he succeeds he returns to Team 2 and gets to take someone from Team 1 for his own team. If he fails he has to join Team 1. Then Team 2 gets to shout "Red Rover, Red

Rover I call..." The game goes on until one team has all the players on their side.

Ring Toss: Make rope loops and attempt to toss them onto small sticks stuck into the ground.

***Rocket Relay:** The teams line up with a chair at the head of each, facing away from the team. The chairs are 'launching pads' and the first Cub or 'rocket' stands on the chair awaiting the countdown. When the leader reaches zero, the 'rocket' blasts off round the room, touching all four walls, and returns to the 'launching pad' where the next 'rocket' is waiting to be launched. The first 'rocket' sets off the second and returns to his team.

Rockets and Interceptors: Two teams play this. The attacking team members are called the rockets and the defending team members are called the interceptors. The target area is marked off and a tin can is placed in the center. Only rockets are allowed to go inside the target area. Up to four interceptors are allowed to hover around the target area. The rockets have a base at which they pick up their warheads (beans). Each rocket can carry only one warhead to the target area. If an interceptor before going inside the target area tags a rocket, they must hand over their warhead and return to their base. 20 warhead units in the tin can destroy the interceptor target area. If the interceptor target area is not destroyed after 20 minutes then change over the teams so that everyone has a turn at attacking and defending.

***Round the Moon** All the teams line up at the end of the room. Each Cub places his hands on the waist of the Cub in front so each team forms a 'rocket'. One chair is placed at the far end of the room opposite each team; these are the 'moons'. When the leader calls 'Go', the teams run the length of the room, round their 'moon', and back into orbit. As they pass base, the 'rockets' drop a section each time and the Cubs sit down there one by one, until finally the 'nose cone' returns home. The first team to be sitting down is the winner.

Salesman: Leader comes into the room with a briefcase or box full of items. Salesman quickly displays the items and tells their prices. Items are then replaced into the briefcase. Teams must remember as many items and their prices. Leader should use a "salesman's voice" like on commercials.

Scavenger Hunt: Make identical lists for each team. Include easy to find items and not so easy to find items. Be sure all items can be found within the hunt boundaries. Have teams go to local fast food restaurants and do the Hokie Pokie to get signed French fry bag (arrange ahead of time with manager).

Scotch: Everyone starts the game with three lives. Every time you get hit with the ball you lose a life. When the ball is thrown everyone has to run to avoid it, but when somebody picks it up and shouts "Scotch", nobody can move until the ball is thrown again. The game continues until everyone has lost their lives except one person, who is the winner.

***Sentry Post:** Set up two chairs about seven feet apart. These are the sentry posts and two blindfolded players are seated in them, facing each other. The other players divide into two teams. At signal from the leader, the first player in

each line sneaks forward on tiptoe and tries to pass between the two sentries without a sound. If either sentry hears anything, he calls out and points in the direction from which the sound came. If he's right, the player is "captured" and out of the game. If he points in the wrong direction, the player sneaks ahead. Each team goes through just once. The winner is the team that gets the most players past the sentries.

Sin-bin Dodge Ball: A player tries hit another player under knee level with the ball. Once a player is hit he goes into the sin-bin for a short time. Players may move anywhere in the hall to avoid the ball, but may not travel with the ball. The sin-bin is a row of 6 chairs which the Scouts stand (or sit) on. At the start of the game the sin-bin is empty. When the first player is hit, he sits on the first chair. The next player out sits in the next chair and so on until the sin-bin is full. When a player enters a full sin-bin he pushes everyone along a chair. The player at the front of the 'queue' is pushed out and goes back into the game. Thus 6 players need to hit before a player who has just entered the sin-bin can return to the game.

***Skin the Snake:** Team members stand one behind the other with legs apart and pass their right hands between the legs to grasp the left hands of those behind. Starting at the back, members crawl through the legs of those in front of them, without letting go of hands, until the whole team is standing in a line holding hands.

Softball Throw: See who can throw a softball the farthest. Boys should be put into groups by rank. Softballs can be the prize for each group's winner.

Space Pony Express: Interplanetary space travel has developed a glitch. No electronic messages can be sent due to a solar flare. Four boxes are placed across the playing field or four pieces of paper laid on the ground will suffice. Each box or piece of paper has the name of a planet written on it (it would help to also write the suit, like clubs, heart, diamonds, or spades, on the box as well). The Cubs are broken into four teams. Leaders shuffle a deck of cards representing interplanetary messages to be delivered. The cards are dealt so each team gets 13 cards. Random dealing will ensure that no team delivers to only one planet. The boys must deliver their messages to the proper planet and return to tag their next teammate on the hand. First team to deliver all of their messages and return wins.

Space Station: Chose a player to be the space station. Half of group members are asteroids, the other half breaks up into teams of spaceships. Asteroids are placed at random around the room (outer space). The spaceships are guided by a blindfolded admiral. Other spaceship team members are lined up behind the admiral and may not make any sound or attempt to steer the admiral. At the signal, the space station begins emitting a beeping sound in order to guide the spaceships in safely. The asteroids quietly make some kind of buzzing noise. That is the sound of the vibration from the spaceship's laser radar. Blindfolded admirals begin to navigate to the space station without touching an asteroid. After the first round, asteroids and spaceship teams switch places.

Space Wormhole Relay: A wormhole has opened in outer space. Team members stand in a line one behind another with their legs apart. The person at the back of the team crawls through the legs of the other members and then stands at the front, legs open. The next team member then goes. When everyone has crawled through (team is back in order) the team has finished. Another variation is to have the team race from one point to another. Cubs cannot start into the wormhole until their teammate is standing at the head of the line. Teammates may not be further than an arm's length from each other.

Spots: The pack sits in a circle and are given a number from 1 to n. One Cub (number 5) starts by saying 'I am 5 spot and I have no spots, how many spots does number 8 have?' Cub number 8 replies in the same manner and nominates another cub. If one of the cubs takes too long or makes a mistake he is awarded a spot which is painted on his chin or cheek with lipstick. He will then have 1 spot. This game is particularly good at cub weekends or holidays since you can tell which cubs have washed properly!

Spud: Each Scout is assigned a number. In a circle outside one person throws a ball as high as he can, straight up, and calls out a number. The Scout whose number is called catches the ball as the rest of the Scouts run away from him as fast as possible. Once the called Scout catches the ball, he yells "STOP!" at which time all retreating Scouts are supposed to stop dead in their tracks. The Scout with the ball is allowed to take three really long steps so that he can get as close to the nearest Scout as possible. He then attempts to hit the Scout with the ball (not in the head). The Scout being shot at is allowed to twist and bend, but may not move his feet. If the Scout is hit, he gets to retrieve the ball while the rest of the Scouts get back in a circle. He is also given a 'spud' or a point (a lipstick mark on the cheek). If the Scout is missed, the throwing Scout chases after the ball and gets a spud. Once the ball is retrieved, the game begins again, with the number called and the ball thrown. The Scout with the least number of spuds at the end of the game wins.

Steal the Bacon: Divide the troop into two, three, or four groups. Number off EACH group separately. Line them up facing each other, about 30-40 feet apart. The number 1 Scout on one team will be across from the last Scout on the other team. Place your 'bacon' between the lines. The idea is for a Scout to go out and retrieve the object. The leader calls out a number and each Scout with that number runs out and tries to get the object and go back behind his line. Once the object is touched, the other Scout can tag the Scout that touched the object. There are two ways to win a round: either get the object and bring it behind your line without being tagged, or tag the other Scout after he grabs the object and before he makes it past his line. Variation: Tell a story instead of just calling out numbers: "THREE Scouts went on a hike. They saw TWO deer and FIVE trees..."

Steal the Treasure: A Cub sits in a chair blindfolded. He is the guard. Some treasure, a hat, key ring, etc. is placed under the chair. Other Cubs are in a circle around the guard. One Cub is sent to try to steal the treasure. The guard tries to tag the thief when he hears him approach. If the thief is caught he becomes the guard.

Straw Buildings: Cut straws into four-inch sections. Connect the straws with paper clips. See who is most creative.

Strip the Leader: Attach 8" strips of paper to the leaders' shirts with tape. Break the Scouts up into teams. When the game starts, the Scouts have to strip the pieces of paper from the leaders' shirts. After a set time limit, count the number of strips collected by each team. Most strips wins.

Submarine Dive: This is a variation of musical chairs that works best for Den meetings. Rope loops are placed on the floor representing submarines. Cubs circulate around the room. When the leader yell, "Submarines! Dive!" Cubs try to make it into a circle. Cubs left out of the submarine each round are eliminated. One loop is removed each round so there is always one fewer loops than Cubs.

Submarine Minefield: Split Scouts into two teams. One forms a line across the playing field with blindfolds on and standing close enough together to touch hands. Each hand is a mine that will 'destroy' a ship (a member of the other team). The other team quietly tries to sneak along the line weaving in and out of the mines, (i.e. between their feet, or between two scouts). After a minefield team member uses one hand and hits a ship, that hand is out of play for the round. Later ships may go through an unprotected area. When the whole team has gone through, change over. At the end of the game, the winning team is the one that managed to get the most ships through the minefield.

Thar She Blows! : Cubs representing the rocks in the sea are placed at random around the room and cannot move. One Cub is the whale. A beanbag or soft ball is the harpoon. Cubs must pass the harpoon to one another in an attempt to get the whale harpooned. The Cub who harpoons the whale is the next whale.

Three Balls: Have group members pass 3 balls/objects through the group consecutively in the shortest possible time. Choose your words carefully and remember them exactly so that the instructions can be repeated when asked. This teaches problem solving. Have a stopwatch handy.

Three Coins in the Fountain: Divided the pack into 4 teams. Position 4 chairs in a square roughly 15 feet apart for the teams to wait behind. Place the coins in the middle of the square. When you call a number, a player from each team must try to get 3 coins onto the seat of their chair. They may only carry one coin at a time and must place the coins they retrieve on their chair to be easily visible. Once all the coins have disappeared from the center they may steal coins from other players.

Tic-tac-toe with Bean Bags: Set up a tic-tac-toe board on the ground or floor. Make bean bags out of dried beans in sandwich baggies with a piece of colored construction paper inside to tell X from O.

***Tunnel Relay:** Team members stand in a line one behind another with their legs apart. The person at the back of the team crawls through the legs of the other members and then stands at the front, legs open. The next team member then goes. When everyone has crawled through (team is back in order) the team has finished.

***Turtle Tag:** To insure safety, a player must be on his back with all four feet in the air. The boy who is "it" counts to ten and all turtles (other boys) must hop up and run at least ten steps before again assuming the turtle position. If "it" can tag a player before he is "safe" they exchange places and the other boy becomes "it".

Typewriter: Gather everyone in a circle. Each player represents a letter in the alphabet, A through Z. If there are more players than there are letters, one can become a number, another a period, and another an eraser for correcting mistakes. Find or create a sentence that uses all the letters in the alphabet. For example, "The quick brown fox jumps over the lazy dog". In the case of extra people, it can be two dogs. When a space between words is reached, everyone calls out together "Space"! If a mistake is made, just keep going, unless there is a person who is the eraser to call out "Correction"!

Ugly Face Contest: Tell contestants that this is a contest to see who can make the most accurate drawing of their face on a paper sack. Place paper grocery sacks over the contestants' heads. Have them draw their faces on the outside of the bags with felt tip markers. Contestants may not use their free hand to steady the bag. See which contestant has the ugliest face on the bag. Guess who wins (wink).

Vocabulary Test: A written test of camping and Cub Scout words. Guess the correct meaning of the words. Make it multiple choice or essay answers.

Water Relay Race: Transport water from point A to point B holding water cup above head. Water cup has small nail hole in bottom resulting in a shower effect on the carrier. The first team that fills its can, bucket, etc. wins.

Wheel Rolling: See who can roll a wheel the farthest across the parking lot.

***Wheels:** Line teams up. Give each team member a number. Then shout out modes of transport, for example a car. Number four runs because it has four wheels. Any mode of transport is applicable. One = unicycle, 2 = bicycle, 3 = tricycle or a unicycle and a bicycle, 4 = car, 5 = unicycle on top of a car, 6 = three bikes, train = whole team runs. Design a short course for them to run.

***Wink Murder:** Everyone closes their eyes, and the leader picks one or more boys to be killers. When everyone opens their eyes, the killers try to kill the other boys by winking at them. The non-killers try to expose the killers before everyone is dead. If a non-killer announces that someone is a killer, then 1) if they are right, the killer is "dead", or 2) if they are wrong, the guesser is "dead". Killers can kill other killers. Keep going until all the killers are dead or until only one killer is left.

***Wolf:** The boys stand in a circle with the "Wolf" in the center. Boys call "Wolf, Wolf, are you ready?" Wolf answers "No, I'm putting on my shoe" and pantomimes putting on his shoes. The other imitates him. Again they ask "Wolf, Wolf, are you ready?" and he replies that he is putting on his coat, tie, hat, etc. each time pantomiming putting on the item, while all follow suit. Whenever he wishes, the Wolf answers with "Yes, I'm ready, and here I come". The

players rush to a goal line and the Wolf tries to tag them. If any player is tagged, he becomes the Wolf.

***Wheelbarrow Race:** Team members race by grabbing ankles of other teammates and running the course like wheelbarrows.

Xmas Trivia: Have families at the December Pack meeting work on the answers as a team. Use common Christmas information about Santa, Christmas songs, etc. Ask some tough questions as well as easy questions. Award points for each answer depending on how hard the answer (one point for each of the nine reindeer, etc.) Highest team (family) total wins a jar of Christmas candy.

***Yelling Contest:** Who can yell the loudest? Can be done as individuals, by Dens, or by groups.

***Y is for Yale:** Split the Cubs into teams of about eight. The Cubmaster or den leader calls out a letter and what it stands for. Each team must rearrange itself to form that letter.

Zone Dodge Ball: Split the Pack into 2 or 4 teams and allocate each a zone. The teams should throw the ball at players in an opposition team, trying to hit them under the knee. When a player is hit he joins the team which threw the ball at him. The team who has the most players (or all the players) at the end wins. We use a hall with badminton court lines marked on it. Each of the four teams is allocated a corner. The area in the middle is a no-mans land. Once only two teams remain we re-allocate the zones so more space is used. Variation: Use more than 1 ball.

SONGS

HORSE FLY

Utah National Parks Council

Tune: The More We Get Together

Did you ever see a horse fly,

A horse fly, a horse fly?

Did you ever see a horse fly,

a horse fly, fly, fly?

(Continue with shoe lace, neck tie, hair pin, tooth pick, eye lash, yard stick, ear drum, eye drop)

AT THE FAIR

Utah National Parks Council

Tune: Animal Fair

I went to the Cub Scout Fair,

The Wolves in our pack were there,

The Webelos, too and the Bobcats new,

And every single Bear.

Our den leaders, I do fear,

Were not in the best of cheer,

The Cubmaster, too,

For all of them knew,

They'd have to do it next year! Next year!

IF YOU'RE HAPPY - APE VERSION

Utah National Parks Council

If you're happy and you know it, swing your arms.

If you're happy and you know it, swing your arms.

If you're happy and you know it,
 And you really want to show it,
 If you're happy and you know it swing your arms.

Other verses -

2. Jump up
3. Say "ooo, ooo" while scratching your armpits.
4. Do all three

UNDER THE BIG TOP

Utah National Parks Council

Tune: Daisy, Daisy

Under the big top, with popcorn and candy too,
 I like the circus, there's so much to see and do.
 With clowns and the bareback riders,
 The men on the trapeze too.
 Oh, ain't it neat, to have a seat
 With my friends at the big top show.

CIRCUS CALLIOPE SONG

Utah National Parks Council

Ringmaster: (Introduce song) And now, ladies and gentlemen, please join up in forming the world's greatest circus calliope vocal band. (He then quickly divides the group into five sections and gives each section their part.)

1. Um pah pah, um pah pah
2. Um sss sss, um sss sss
3. Um peep peep, um peep peep
4. Um tweedle tweedle
5. Sings "The More We Get Together"

Clown Song

Santa Cara County Council

Tune: I've Been Working on the Railroad

I am walking through the circus,
 Happy as can be.
 I am walking through the circus,
 Just to see what I can see.
 I can see the clown laughing.
 I can see the elephant, too.
 I can see the lion sleeping.
 Look out! He sees you.

Do Your Best

Longhorn Council

Tune: "Do-Re-Mi"

DO - to us, means Do Your Best,
 RE- are cheers for all the fun,
 MI- is what I do myself
 FA- means father, mom and son;
 SO. what happens to our pack,
 LA- with lots of this and that?
 TI - together, to the top!
 (clap, clap)
 Then that brings us back to DO
 (repeat above)
 DO - RE - MI - FA - SO - LA - TI - DO,

We're Here For Fun

Longhorn Council

Tune: Aid Lang Syne

We're here for fun right from the start,
 So drop your dignity;
 Just laugh and sing with all your heart,
 And show your loyalty.

May all your troubles be forgot,
 Let this day be the best;
 Join in the songs we sing today,
 Be happy with the rest.

Family Showtime

Longhorn Council

Tune: Did you ever see a horsefly?

My mother plays the banjo,
 The banjo, the banjo.
 My mother plays the banjo
 On her knee.

My sister plays the violin,
 The violin, the violin.
 My sister plays the violin
 With sounds so sweet.

My father plays the bass drum,
 The bass drum, the bass drum.
 My father plays the bass drum
 My uncle plays the bagpipes

With hums and squeaks.
 I am the band conductor,
 Conductor, conductor.
 I am the band conductor

With tones deep and low.
 My brother plays the tuba,
 The tuba, the tuba.

My brother plays the tuba
 With loud, strong blows.

My auntie plays the guitar,
 The guitar, the guitar.

My auntie plays the guitar
 With her feet.

And lead the song.
 Won't you join our fun band,
 Our fun band, our fun band?
 Won't you join our fun band
 And play along?

Funny Clowns

Santa Cara County Council

Tune: Frere Jacques

Funny clowns, funny clowns,
 Jump around, jump around.
 Sometimes making faces,
 Sometimes running races.
 Funny clowns, funny clowns.
 Funny clowns, funny clowns,
 Spin around, spin around.
 Sometimes with a big nose,
 Sometimes with two big toes.
 Funny clowns, funny clowns.

Take Me Out to the Circus

Santa Cara County Council

Tune: Take Me Out to the Ballgame

Take me out to the circus
 Take me out to the show
 Buy me some peanuts and crackerjacks
 I don't care if I ever get back.
 Cause it's clap, clap, clap for the jugglers
 and laugh, laugh, laugh for the clowns
 For it's one, two, three rings of fun at the old big top.

Silly Clowns

Santa Cara County Council

Five silly clowns, jumping all around,
 Jump so high, then touch the ground.
 One silly clown said, "I can't stay,"
 So he turned around and hopped away.
 Repeat with four, three, two, one.

THE CIRCUS COMES TO TOWN

Utah National Parks Council

Tune: When Johnny Comes Marching Home

The Cub Scout circus comes to town, Hurrah! Hurrah!
 See elephants, monkeys, and the clowns, Hurrah! Hurrah!
 The big brass band, the merry-go-round,
 The midway acts with lots of sounds, And we all be there,
 When the circus comes to town.

TARZAN OF THE APES

Utah National Parks Council

Tune: Battle Hymn of the Republic

I like bananas, coconuts and grapes.
 I like bananas, coconuts and grapes.
 That's why they call me
 TARZAN OF THE APES!!

(Each time the verse gets softer and softer, except the "Tarzan of the Apes" which is shouted.)

IF YOUR NAME STARTS WITH

Utah National Parks Council

Tune: If You're Happy and You Know It

If your name starts with A, turn around.
 If your name starts with B, touch the ground.
 If your name starts with C,
 Then stand up and touch your knee.
 Clap your hands if your name starts with D.
 If your name starts with E, wink your eye.
 If your name starts with F, try to fly.
 If your name starts with G, Blow a kiss up here to me.
 If your name starts with H, yell "Hee hee!"
 If your name starts with I, hop in place.
 If your name starts with J, pat your face.
 If your name starts with K, kneel down and stay
 If your name starts with L, shout, "Hooray!"
 If your name starts with M, make a smile.
 If your name starts with N, shake awhile.
 If your name starts with O, put your elbow on your toe.
 If your name starts with P, shout "I know."
 If your name starts with Q, raise your hand.
 If your name starts with R, you should stand.

If your name starts with S, You should pat your head, I guess.

If your name starts with T, shout "Oh yes!"

If your name starts with U, touch your eye.

If your name starts with V, pat your thigh.

If your name starts with W, X, Y, or Z

Then stand up, take a bow and yell "That's me!"

CIRCUS FUN SONG

Utah National Parks Council

Tune: Clementine

At the circus, there are lions
 And they roar so very loud.
 They send shivers sharp as slivers
 Through the anxious waiting crowd.

Chorus

Oh, the circus, yes the circus
 Lots of fun for young and old,
 Peanuts, popcorn, cotton candy
 Till your mouth no more can hold.

At the circus, there are elephants
 That parade and swing and sway.
 As they work and never shirk
 With mere peanuts for their pay.

(Chorus)

At the circus, there's excitement
 With many acts of daring skill
 There's a clown who has a frown
 And a smiling one named Will.

(Chorus)

Oh, see the circus when it's in town
 For a day that's filled with fun
 You'll have thrills and lots of chills
 That will last till day is done.

(Chorus)

CUB GRUB

BROWN PAPER BAG CARAMEL CORN

Utah National Parks Council

1 cup unpopped popcorn
 1 double strength brown grocery bag
 1 cube butter
 2 cups brown sugar
 1 Tbl. corn syrup
 1 Tbl. water
 pinch of baking soda
 Pop popcorn.
 Place popped popcorn in grocery bag.
 (Bag should be half full.)
 Melt butter in saucepan with brown sugar, corn syrup and water. **(Adult help needed)**
 Mix and place on medium heat.
 Stir constantly and bring to hard boil.
 Add pinch of backing soda.
 Remove immediately from heat and pour over popcorn.
 Close bag tightly.

Punch and knead bag until well mixed.

Soda Pop Pops

Santa Cara County Council

Ingredients, Supplies:

- 2 12-oz cans lemon-lime soda
- 1 14-oz can sweetened condensed milk
- ¼ cup lemon juice
- 10 wooden sticks
- 10 5-oz paper cups
- Foil

In a bowl, stir together soda, condensed milk and lemon juice. Pour into the 10 cups, and cover each with a piece of foil. Make a hole in the center of the foil with a sharp knife, and then insert a wooden stick through the hole.

Freeze 4-6 hours.

To serve, remove foil and tear off paper cup.

Makes 10 servings.

Hot Dog Pie

Santa Cara County Council

Ingredients:

- ½ pound ground beef
- 4 hot dogs, cut in half lengthwise and sliced
- 1 can (16 oz) baked beans
- ½ cup ketchup
- 2 T brown sugar
- 2 T prepared mustard
- 2 oz processed cheese (Velveeta), cubed
- 1 unbaked deep-dish pastry shell (9 inches)
- 4 slices American cheese

In a large saucepan, cook beef over medium heat until no longer pink; drain. Add the hot dogs, beans, ketchup, brown sugar, mustard and cheese cubes. Cook and stir until cheese is melted.

Meanwhile, lightly poke holes in pastry shell with a fork. Bake at 400 degrees for 10 minutes. Fill with hot beef mixture. Cut each cheese slice into four strips. Make a lattice topping over the pie. Bake 5-10 minutes longer or until cheese is melted.

Serves 4-6.

FUNNEL CAKES

Utah National Parks Council

This requires close adult supervision – I was a funnel cake frying expert from 4 years of fund raisers for my daughter's High School. Very close adult supervision. CD

- 2 eggs
- 1 cup milk
- 1 ¾ cups flour
- 1 Tbl. sugar
- ¼ tsp. salt
- 1 tsp. baking powder
- Oil for frying

Beat eggs, then add milk, sugar, baking powder and salt. Add flour a little at a time, mixing until smooth. Using a small round iron skillet with about 2 inches of hot oil, pour batter from a pitcher with a spout.

Starting in the center of the skillet, pour a small circle and continue circling until the skillet is full. Criss-cross the batter to hold funnel cake together. Fry about one minute or until golden brown on each side. Drain on paper towel, sprinkle with powdered sugar.

ROOT BEER

Utah National Parks Council

- 7 quarts warm water
- 4 cups sugar
- 1 yeast cake
- 1/2 bottle root beer extract

Dissolve sugar and extract in warm water. Add yeast and stir well. Don't seal. Set in a warm place. Will be good in 5 or 6 hours. Carbonate with dry ice. Makes two gallons.

PRETZEL ANIMALS

Utah National Parks Council

- 1 package yeast
- 4 cups flour
- 1 1/2 cup warm water
- 1 egg
- 1 Tbl. sugar
- 1 Tbl. salt

In a large bowl, mix yeast, water, sugar, and salt. Stir in flour. Knead until dough is smooth. Shape into animal or pretzel shapes. Brush with beaten egg, sprinkle with salt. Bake 450 degrees for 15 minutes or until golden brown.

COLORFUL CONFETTI COOKIES

Utah National Parks Council

- 1 1/2 cups sugar
- 1 cup softened margarine 2 eggs
- 2 ¾ cups flour
- 1 tsp. baking soda 1/4 tsp. salt
- 3 cups crushed Fruit Loops

Preheat oven to 400 degrees. Mix sugar, margarine and eggs thoroughly. Mix in flour, cream of tartar, baking soda and salt. Stir in cereal. Shape into 1 inch balls. Place two inches apart on an ungreased cookie sheet. Bake 8-10 minutes or until lightly browned. Makes 4 dozen.

STUNTS AND APPLAUSES

CHEERS

Utah National Parks Council

MIDWAY BARKER APPLAUSE - Step right up, folks! See the most stupendous Cub Scout in the world!

BALLOON APPLAUSE - Place hands around mouth and begin to blow up your pretend balloon. As the balloon gets bigger, spread your hands apart, let it get about as big as your head then yell "Bang!" as you clap your hands together.

CLOWN APPLAUSE - Hold fingers in the corners of your mouth, pull it up into a smile and say: "Smile, everyone, SMILE!"

FERRIS WHEEL APPLAUSE - Move right arm in a large circle. On the upswing say "OHHHHHHH." On the downswing say "AHHHHH."

STRONGMAN APPLAUSE - Stand, bend at the waist. Pretend to pick up some weights (slowly) then clean and jerk them over your head. Hold them there for a few seconds and yell "I did it! I did it!"

Longhorn Council

Flower: Like a flower blooming raise part way up in your chair, look around and then stand up quickly, yelling: "Spr00ong!"

Handkerchief: Throw a handkerchief up in the air with the instructions for applause to last until you catch it or it falls to the floor. Vary length of applause from long throw to short throw to NO throw.

Bicycle: Say: "Pump, pump, pump!"

Nutty: Cashew Cashew Cashew

Balloon: Make a fist. Put the thumb in your mouth and blow. Slowly open fingers to resemble enlarging balloon. Then flip out hand yelling, "Pop!" Or have air escape from mouth of balloon in a hiss.

RIDDLES

Santa Cara County Council

- When does Friday come before Thursday?
In the dictionary.
- Why did the clown tell a joke to the eggs?
He wanted to crack them up.
- Why was Sunshine the clown staring at an orange juice can?
Because it said, "Concentrate."
- Why can't clown noses be 12 inches long?
Because then they would be a foot.
- Why did Rainbow the clown eat a dollar bill?
It was his lunch money.
- Why did Silly Willy hold his ears when he walked by the hen house?
He didn't want to hear the fowl language.

RUN ONS

Utah National Parks Council

- Cub #1: What do you call a zebra with no stripes?
- Cub #2: Beats me.
- Cub #1: A horse.
- Cub #1: What kind of fruit is most likely to explode?
- Cub #2: A bango!
- Cub #1: Betcha I can stay under water for a full minute.
- Cub #2: Betcha can't!
- (Cub #1 takes a glass of water, holds it over his head and starts counting.)**
- Cub #1: Give me a penny and without looking at it, I'll be able to tell you the date.

Cub #2: (Hands the first Cub a penny.) Okay, let's see how you do that.
(Cub #1 says current date.)

Shake Well

Longhorn Council

Clowns are talking. But one is shaking all over.

- First Clown:** What's the matter with you?
- 2nd Clown:** I've got to take my medicine as soon as this is over.
- First Clown:** Well, what's the matter?
- 2nd Clown:** You see that bottle?
- First Clown:** Yeah!
- 2nd Clown:** It says, "Shake well before taking."

Herman, The Trained Flea

Longhorn Council

The trainer has a flea various tricks, when suddenly he loses Herman, his trained flea. He searches around for Herman, calling for him, eventually a person is brought forward with a flea in his hair. The punch line is, "This isn't Herman!"

Circle Ten Council

- Scout: Scout walks on carrying a piece of wood.
- Leader: What are you doing?
- Scout: I'm feeling a little board.
- 1st Scout: I went fishing last week.
- 2nd Scout: What did you catch?
- 1st Scout: Three bass and one smelt.
- 2nd Scout: It did? Which one?
- 1st Scout: OOOOOUCH, OOOOOOH, OOOOOUCH
- 2nd Scout: What's the matter with you?
- 1st Scout: A bee's stung my thumb!
- 2nd Scout: Try putting some cream on it then.
- 1st Scout: But the bee will be miles away by this time.
- Cub 1: So we're supposed to do a run-on, right.
- Cub 2: Yup.
- Cub 1: Ya got one in mind?
- Cub 2: Nope.
- Cub 1: Then I guess we'll do a run off.
- Cub 2: Yup.

STUNTS

GUESSING AGES STUNT

Utah National Parks Council

(You may need a calculator for this.)
Ask each person to write down the number of the month in which he was born, multiply it by two, add five, multiply that by fifty, add his age, subtract 365, add 115, ask for the answer. The first digit in the answer will tell the month of birth and the last two will be his age. If the answer has four digits, the first two will be the month.

Longhorn Council

Putting Coin Into Cup: There is a coin in front of a cup standing on a table. Can you put the coin in the cup without touching the coin, Yes, by striking the table underneath the coin thus making the coin land in the cup.

Gallileo's Dilemma: If you hold a small sheet of paper and a big book at arm's length and then drop them at the same

time, which will land first? Answer: If both are dropped with different hands, the book will land first. But if the paper is placed on top of the book and they are dropped together, they will fall together.

Betcha Can't: Boast that you can push a quarter through a ring. Ask if anyone can do it. Demonstrate by putting your finger through the ring and then push the quarter.

Bouncing Buttons: Stir a teaspoon of soda into a glass of water. Drop in some buttons of different sizes. Pour in as much vinegar as it takes to make the buttons bounce on the top. The bubbles of carbon dioxide, which are lighter than water lift the buttons. When they reach the surface, the carbon dioxide keeps going and the buttons sink back to collect more. They will bounce up and down for quite awhile. Add more vinegar as they slow down.

Tongue Twisters
Longhorn Council

Handy, hearty hearts hearten other hardy, hearty hearts.

Shaggy, scraggy scrappy Scruggs, shrugged as he sugared chowder.

Seven silly sheep slowly shuffled south.

Three tree toads tied together tried to trot to town.

A big black bug bit a big black bear, making the big black bear bleed blood.

Whether the weather be fine, or whether the weather be not,
Whether the weather be cold, or whether the weather be hot,
We'll weather the weather, whatever the weather,
Whether we like it or not.

The sheik's sick sheep sleep.

Lucy loosened Suzie's shoes and Suzie's shoes stayed loose while Suzie snoozed.

A tutor who tooted a flute, Tried to teach two tooters to toot.
Said the two to the tutor, "Is it harder to toot,
Or tutor two tooters to toot?"

Round and round the rough and ragged rock the ragged rascal ran.

A fly and a flea in a flue, were imprisoned.

So what could they do?

Said the flea, "Let us fly."

Said the fly, "Let us flee."

So they flew through the flaw in the flue.

SKITS

THE SHRINKING CLOWN
Utah National Parks Council

Cast: Four boys, *Jojo*, one small brother. *Jojo* should be dressed like a clown and the small brother dressed the same.

Props: One large box (such as a refrigerator box) painted to resemble a machine, can of spray starch

Boy #1: What have you got there, *Jojo*?

Jojo: A homemade shrinking machine, that's what.

Boy #2: Never heard of such a thing.

Boy #3: Come on, *Jojo*, you're kidding.

Boy #4: Shrinking machine - baloney!

Jojo: (Annoyed) I'll show you. (Pulls a can of spray starch from his pocket and sprays himself.) That's to put some starch in me so that I can't come out all wrinkled. Well guys, this is it. Farewell. (Shakes hands all around and then gets in the box.)

Boy #1: How's it inside there, *Jojo*?

Jojo: Fine... fine . . . fine.... (His voice trails off, then a series of loud noises comes from inside the box.)

Boy #2: I hope he's okay.

Boy #3: Me too.

Boy #4: Here he comes, out of the return slot. (Small brother climbs out of rear end of the carton, dressed just like *Jojo*.)

ALL Wow! This really is a great shrinking machine!

THE SIDE SHOW

By Arlene Wolfe

Utah National Parks Council

Read this poem while the boys pantomime.

Here's our rubberman, he's grand.

He stretches, he pulls, like a rubber band.

At dancing, he's a super wiz

Just look at how limber he is.

And here we have our two-headed man

He's a super singer from opry land.

He can sing harmony and melody in rhyme.

Why he can talk and sing at the same time.

No circus would be complete

Without our bearded lady on this seat

Now she'll be in the show today

If she can get outa that chair all the way

Magic, magic it can't be beat.

Come see our magician give you a treat.

He's super, colossal, the best in town.

If he can just keep those rabbits down.

A fortune teller is always great.

Come find out who'll be your date.

If you'll be rich or may be poor

If you'll ride in a limo and much, much more.

Watch our juggler, he's quite unique.

Check out this egg, it does leak.

Now you know they're not hard-boiled,

Just don't drop any and get soiled.

THE OPERATION

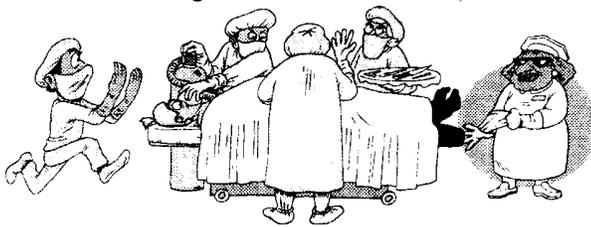
Utah National Parks Council

Characters: Narrator (a better reader in the den), two leaders in uniform, two leaders in ordinary clothing, one Cub Scout in uniform, one Cub Scout in white lab coat, additional boys in lab coats to assist in the surgery.

Setting: The uniformed Cub Scout lies on a large table, covered with a sheet. The props are taped to the back of the table, out of sight of the audience. The doctor holds a

large cardboard knife and stands behind the table. His assistants stand at both ends and in back of the table.

Narrator: We are about to show you how to make a new Cub Scout in one easy operation. To do this, we need a boy - (doctor points to patient on table)
 A den leader - (uniformed leader enters and stands near table)
 A Cubmaster - (other uniformed leader enters)
 and a family. (two adults and one or more children enter.)
 First, he needs to be covered with fun and good times. (Doctor and assistants raise sheet, taking care not to reveal the boy on the table. In large letters on the sheet is written FUN AND GOOD TIMES.)
 We use laughing gas for anesthetic. (One of the assistants uses tire pump or suction cup labeled LAUGHING GAS.)
 We take out hate and put in love. (Doctor removes a big rock from under the sheet and puts in a big red paper heart labeled "LOVE" which is handed to him by an assistant.)
 We take out selfishness and put in cooperation. (Doctor takes out ME and puts in WE.)
 We put in some good citizenship. (Doctor puts in a cutout of the U.S. flag.)
 We add some reverence. (Doctor adds a cutout of a church.)
 Our operation has been a great success! Just look at the results. (The uniformed Cub Scout throws off the sheet, gets off the table, stands at attention and gives the Cub Scout salute. The Cubmaster holds up a sign reading "SUCCESS." Curtain.)



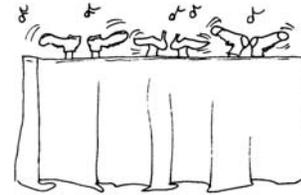
The Candy Contest
Santa Cara County Council

Cast: Candy store owner, kids eating candy, leader.
Scene: A candy store. Table with jars of candy.
Setup: Kids come into the store and start buying candy.
Cub # 1 Asks for a dozen licorice sticks, and eats them all at once.
Cub # 2 Asks for twenty gumdrops and gobbles them up.
Cub # 3 Buys fifteen candy canes and crunches them up.
(Add more characters, buying other types of candy until everyone in your den has a part)

Have the kids mime this massive candy-eating binge. They stuff themselves with an assortment of candy until all begin to look ill and hold their stomachs.

Leader: Enters the store "We've got to go now."
Owner: "Why is that?"
Leader: "Oh, we're on our way to a candy-eating contest. We just came for the practice."

The Upside Down Singers
Santa Cara County Council



The singers are onstage. An announcer explains that they are going to sing upside down! The singers duck behind the curtain (a sheet held up by two accomplices). Placing their hands in their shoes, they wobble the shoes above the curtain top. It should look like they are having trouble standing on their heads and are about to topple over as they sing – choose a song that everyone knows. Getting the movements right requires practice and you may need a director to help get the motions right. To end the skit, let one of the curtain holders become distracted and 'accidentally' drop the curtain revealing the "upside-down" singers in action.

Midway Side Show Characters
Longhorn Council

Set Up - 6 boys in uniform on stage with props
Props – toy skunk, too small hat, bag of cookies, sweatshirt, colorful padding for muscles,
ALL: We excel in building (holding props as described below. All boys speak their lines.) muscles. We're champs in that you see. Just listen to our stories and we're sure that you'll agree!
Cub # 1: I hold the title of strongest in my den. Do you suppose it's because of my friend? (Holds up toy skunk, other boys hold their noses.)
Cub # 2: I'm known as the den's muscle man this year. Most of my muscle is between my ears. (Pulls out small hat from behind his back and tries desperately to fit it on his head)
Cub # 3: I hold the title of fastest of all. I'm first in line for the chow basket call. (Pulls out bag of cookies and starts eating them)
Cub # 4: I'm known as the champion of the high jump. One time I missed and got a big lump. (Rubs head with painful expression on his face)
Cub # 5: To keep in shape, I exercise each day. I wonder why my muscles turned out this way. (Removes sweat shirt to show colorful padding on arms)
Cub # 6: I'm the champ at making things disappear, you see. Watch us all disappear, as I count to three. (He counts slowly 1 - 2. - 3 as curtain closes)

Circle Ten Council

The skit starts out with a couple of scouts asking for some volunteers from the audience (parents will do JUST fine...evil grin) to play a game. The volunteers are then removed from the room by one of the scouts in charge of the 'Game Show' (thank you Vanna...) to make sure they cannot see the preparations.

After the volunteers have been removed, the 'Game' is set up. Two tables (the folding type work VERY well) are covered with sleeping bags or blankets to keep anyone from looking underneath. Balls of various descriptions are placed under buckets on these tables. The catch is that in between the two tables a person (another scout perhaps) is kneeling with his head under a bucket to resemble the other buckets (of course this is well hidden with sleeping bags, or sheets or what ever you have handy) The tables are then moved close together to further hide the fact that there is anyone under the table. Be sure to cover the front of the table so that the participant, or victim as it were, cannot see under the tables.

Bring in the first contestant...

It is then that the 'Game' is described to the contestant. He/she is to make his/her way down the line of buckets picking up each bucket and naming the type of ball found under the bucket. Give some time record to be beaten. Then as they make their way down the line they will eventually pick up the bucket under which the scout is hiding. The Scout should yell/scream etc. to further the shock value.

Bring in the next contestant...etc

This skit is generally really effective and is good for a few laughs.

CLOSING CEREMONIES

SUMMER

Circle Ten Council

- Cub # 1:** S - is for summer, which is already here
Cub # 2: U - is for Us boys who need scouting all year.
Cub # 3: M - is for the many outings which Cub Scouting does bring
Cub # 4: M - is for more fun, cause that's our thing
Cub # 5: E - is for every parent who does their share
Cub # 6: R - is for a roaring summer program you've planned cause you cared.

After all the boys have said their lines, they turn over their cards to spell "THANKS".

Be A Happy Clown

Longhorn Council

A den of Cub Scouts come onto stage dressed as clowns. One has a large sad mouth painted on.

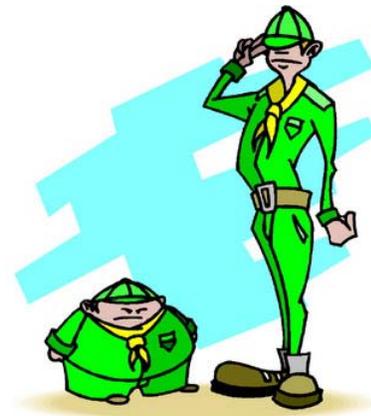
Others have large smiling mouths painted on or half of the boys with sad faces and half with happy ones. Another way this could be done, if not dressed as clowns, the boys could have large clown faces cut from poster board and fastened onto fiberglass arrow shafts, thin dowels, yardsticks, etc. These could be held up in front of faces as narrator reads the following lines.

If your life is to be as happy,
 As a Circus, bright and gay,
 There is something you can do,
 As you hurry through each day.

Be happy and cheerful,
 And remember not to frown.
 But give freely of your smiles,
 And you can be happy as a clown.

For a smile costs so little,
 But to others means so much,
 So if everyone keeps smiling,
 Our lives will have that happy touch!

When the line about frowning is read, boys holding sad clown faces take a step forward and when line about smiles is read those boys step forward with others.



JOIN THE CLUB

Circle Ten Council

Tune - Mickey Mouse Club song

If you want to join a club
 That's fun for you and me.
 C-U-B S-C-O U-T-I-N-G
 Tigers, Wolves and Bears are there
 As well as Webelos.
 C-U-B S-C-O U-T-I-N-G
 Cub Scouting, Cub Scouting,
 Forever let us hold our Cub signs high
 High, High, High
 Come along and join the fun
 And bring your Family
 C-U-B S-C-O U-T-I-N-G
 Now it's time to say good-bye
 To all our company
 C-U-B - Be here next month
 S-C-O - Or you'll miss all the fun
 U-T-I-N-G

Cubmaster's Minute

WITHIN MY POWER

Circle Ten Council

I am not a very important person, as importance is commonly rated. I do not have great wealth, control a big business, or occupy a position of great honor or authority.

Yet, I may someday mold destiny. For it is within my power to become the most important person in the world in the life of a boy. And every boy is a potential atom bomb in human history.

All about me are boys. They are the makers of history, the builders of tomorrow. If I can have some part in guiding them up the trail of Scouting, on to the high road of noble character and constructive citizenship, I may prove to be the most important person in their lives, the most important person in my community.

A hundred years from now it will not matter what my bank account was, the sort of house I lived in, or the kind of car I drove. But the world may be different, because I was important in the life of a boy.

WEBELOS

It is a month for outdoor activity awards. There are many good ideas here BUT the best idea is to get your Webelos to Webelos Resident Camp (or day camp) and have them earn them there. CD

NATURALIST OUTDOORS GROUP

Circle Ten Council

DEN MEETING ACTIVITIES

- Make insect cages
- Make ant houses
- Learn how to identify outdoor hazards
- Take a nature hike
- Have boys keep a nature notebook, jotting down discoveries while on field trips
- Make charts showing life cycle of an insect
- Collect tadpoles and watch them grow
- Go on bird watching hike
- Make birdfeeders
- Make a leaf or nut collection
- Make a leaf print
- Invite a naturalist or conservationist to your den meeting to talk about nature

PLACES TO GO

- Museum of Natural History
- Fish hatchery
- Zoo
- National Wildlife Refuge

RESOURCE

There is a great magazine called Ranger Rick's NATURESCOPE. It is published by the National Wildlife Federation. It has wonder ideas for teaching and providing activities for school age children. You don't have to be an expert to teach, the activities are simple and easy to understand as well as FUN!

Books that are available from Ranger Rick include:

Incredible Insects Digging into Dinosaurs
Wild About Weather Birds, Birds, Birds

BALOO'S BUGLE

Discovering Deserts
Astronomy Adventures
Wading into Wetlands
Endangered Species
Diving into Oceans
Rain Forests

Trees Are Terrific
Amazing Mammals 1 & 2
Geology: The Active Earth
Reptiles and Amphibians
Wild and Crafty

Check them out at your local library for free or you can write for ordering and pricing information. Prices are subject to change, but at Pow Wow time in 2004 they were \$6.00 each -

NATIONAL WILDLIFE FEDERATION
1400 Sixteenth Street, N.W.
Washington, D.C. 20036-2266

You may want to download the Poison Ivy picture and then enlarge it to be able to read it more easily. CD

**Poison Ivy..
COLOR IT ITCHY!**

<p>Nobody wants to get Poison Ivy. It makes your skin get red and break out in very, very itchy bumps. What's the best way <u>not</u> to get Poison Ivy? By knowing what it looks like!</p> <p>This is not always easy. Poison Ivy can have shiny leaves or dull leaves. It can grow close to the ground or up on trees and posts. Sometimes, it has tiny white flowers. Other times, it has pale green berries.</p> <p>But one thing about Poison Ivy never changes. Its leaves <u>always</u> grow in groups of three!</p>	 <p>Poison Ivy leaves can have edges with teeth on them. Color these leaves <u>green</u>.</p>
 <p>In the spring, Poison Ivy leaves are small and young. Color these leaves <u>red</u>.</p>	 <p>Or Poison Ivy leaves can have smooth edges. Color these <u>green</u> too.</p>
 <p>In the summer, the leaves get bigger and turn <u>green</u>.</p>	 <p>In the fall, Poison Ivy leaves can turn <u>yellow, red, or orange</u>.</p>

FORESTER OUTDOORS GROUP

JUNIOR FOREST RANGER QUIZ

Circle the correct answer

- 1) Campfire permits are required for: (a) indoor fireplaces, (b) outdoor areas, depending on local laws, or (c) lighting Halloween pumpkins.
- 2) The safest way to start a campfire is with: (a) a pile of leaves, (b) gasoline, or (c) small pieces of kindling wood.

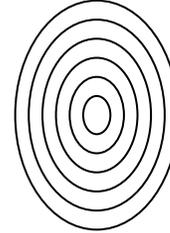
- 3) The best place to ask where forest campfires can be built is: (a) sheriff's office, (b) sporting goods store, or (c) ranger fire warden station.
- 4) When staying overnight in the forest, before going to bed you should: (a) place heavy logs on the fire, (b) put out your campfire, or (c) arrange to get up every 2 hours to check the fire.
- 5) When you see a bear in the forest, park, or zoo you should: (a) pull his fur, (b) chase him with a stick, or (c) stay away from him.
- 6) To cook properly over a campfire, you should: (a) cook over the flames of a large fire, (b) build a small compact fire and cook over the hot embers, or (c) burn a lot of paper to make the fire hot.
- 7) The best way to put out a campfire is: (a) spread out the embers and cool with dirt or water. Mix thoroughly and check for hot spots, (b) cover it with rocks or (c) let it alone and it will burn itself out.
- 8) The best spot for a campfire is: (a) inside a rotten log or stump, (b) under a tree, or (c) in a cleared open space away from trees.
- 9) For camping or burning trash, the following is the most important and practical tool to carry in a car: (a) shovel, (b) bucket of water, or (c) wet blanket.
- 10) If a fire gets out of hand, you should: (a) get your parents and run to your car and drive away, (b) report it immediately to a forest ranger, or (c) get other Junior Forest Rangers to fight the fire.
- 11) If your clothes happen to catch on fire you should: (a) keep calm, do not run, roll a blanket around you to smother flames, (b) run for help, or (c) jump up and down real fast.
- 12) Camp matches should be: (a) kept in a metal container, (b) stored near outboard motor fuel, or (c) placed in the hot sun.
- 13) A person who is careless and starts a forest fire: (a) is made honorary fire chief, (b) receives a fire prevention award, or (c) can be fined and sent to jail
- 14) Well managed forests gives us: (a) Smokey Bear, (b) wood, water, wildfire, grass, and outdoor fun, or (c) just lumber, paper, walnuts.
- 15) A match or cigarette thrown from a car window: (a) is permissible if no one is look in, (b) is permissible if it looks like it has gone out, or (c) is never safe.
- 16) A windy day is a good time: (a) to burn trash, (b) to start a campfire, or (c) not to start a fire.
- 17) A trash-burning incinerator should be: (a) equipped with a good spark arrester, (b) placed under a tree for shade, or (c) used only on windy days.
- 18) Before lighting an open fire: (a) people should leave the neighborhood, (b) local fire laws should be checked and obeyed, or (c) drink three glasses of water.
- 19) Junior Forest Rangers: (a) put out forest fires, (b) start forest fires, or (c) help prevent forest fires.

ANSWERS

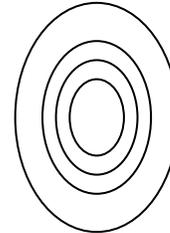
1.B, 2.C, 3.C, 4.B, 5.C, 6.B, 7.A, 8.C, 9.A, 10.B, 11.A, 12.A, 13.C, 14.B, 15.C, 16.C, 17.A, 18.B, 19.C

READ A TREE

Find a smooth cut stump or log end and look closely at the pattern of growth rings. There is a layer of wood for each year of growth. Some tree kinds will show light spring wood and dark summer wood in each year's growth. Count annual rings low on the trunk to find the tree's approximate age.



Drought years cause occasional narrow growth rings



A leaning tree has rings narrower on one side than the other. A tree on a clearing edge may have similar uneven rings.



These next three activities could really be tailored to either badge. Circle Ten had them under Forester. I like Naturalist. Adapt them as needed so your Webelos can accomplish what they need for either Activity Award. CD

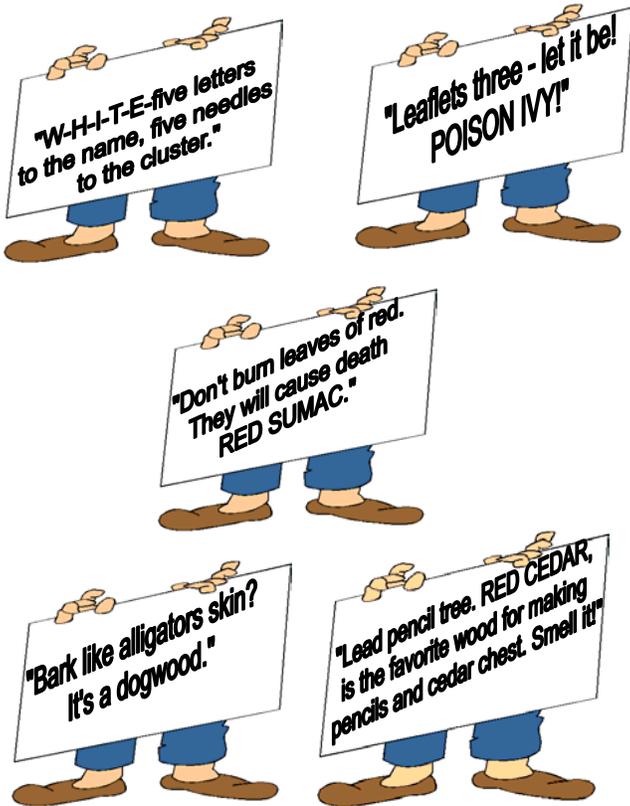
NATURE TRAIL

A nature trail is an excellent learning device much better than books- because scouts can see, smell, and touch an object while they learn. Assuming that you will use it just for one weekend, the markers might be simply 3 x 5 cards taped to the object. Ask a leader who is an amateur naturalist or a nature merit badge counselor to choose the objects to be marked along the trail.

It is not necessary to identify every tree, plant and rock in the area. Your primary purpose should be to identify the most common objects of the natural community and to point to other things in the natural world.

For example, you might have a marker where deer have grazed vegetation, where a beaver has been at work, or where lichens have found a toehold in rock. Another might be a fallen rotting tree, which is a feeding and nesting ground for insects and reptiles.

Here are suggestions for writing trail signs. Write them on the spot because desk-written signs are apt to be formal. Here is an example of a good label:



After going over your trail, the Scout should have some knowledge of common trees and plants. Be sure to remove the trail signs at the end of the activity unless it is to become a permanent nature trail.

Arrange could be made with the Council office to have a day event at one of the Boy Scout Camp available in your area.

TOUCH AND FEEL HIKE

Find a leaf. Is it Hairy or smooth? _____
Do you know what kind of leaf you found? Name it _____

Find a rock. Is it rough or smooth? _____
Find something dry. Can you explain why it is dry? _____

Where did you find your dry item? _____

Find something bumpy. What is it? _____

Why do you think it is bumpy? _____

Find something that is cool to the touch. What did you find? _____

Find something that is warm to the touch. What did you find? _____

Feel the air around you. Is it warm or cool? _____
What do you like best that you found on your hike? _____

NATURE SCAVENGER HUNT

Circle Ten Council

Check off each as you find or complete it.
_____ Can you find an Ant hill? (Don't touch it)

_____ Can you find any wildflowers?

_____ Find the following insects

CRICKET _____

GRASSHOPPER _____

BEE _____

SPIDER _____

_____ Find the following animal homes

BIRD NEST _____

COCOON _____

SPIDER WEB _____

_____ Locate an animal track.

What kind of animal do you think it is?

Find the following trees

MESQUITE _____

(Can you tell this list came from Texas?? Be sure to list trees that grow in your area!! CD)

OAK _____

MAPLE _____

TULIP _____

My personal favorite tree. It was the emblem of Schiff Scout Reservation, a National Training Center in New Jersey where I took NJLITC in 1963. CD

_____ Find the following colors on a bird

BLACK _____

WHITE _____

RED _____

BROWN _____

BLUE _____

_____ Find a butterfly

**POW WOW
EXTRAVAGANZAS**

Southern NJ Council

Catch a Dream

January 22, 2005

Lakeside School, Millville, NJ

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

Occoneechee Council

Theme (Later)

November 13, 2004

Sanford, NC

Call Occoneechee Council, 800-662-7102, or visit the website, <http://www.occoneechee.org> for more information. Gary, the Pow Wow Chair has promised to keep informed as theme and other details are finalized.

I have no other Pow Wow notices. Please let me know as soon as your Council Calendars are released and I will start posting the 2004 – 2005 Pow Wows. CD

WEB SITES

No web sites this month.

I know I could have found a bunch, but we don't want them inside playing on the computer –

Get them outside having fun!!!