



BALOO'S BUGLE



Volume 11, Number 6

February Cub Scout Roundtable

March Cub Scout Theme

INVENTION CONVENTION

Tiger Cub Activities

Webelos Athlete & Engineer

Update on status of www.USScouts.org

USScouts.org has gotten a new server and is in the process of setting it up. The site will be up again in a few weeks.

Although there were enough funds for the server, there is essentially nothing left for Eagle Scholarships and other Scouting support. So donations are still needed. PayPal is the easiest and instructions are in the following letter.

Thanks to generous Scouters, Baloo's Bugle has temporary homes -

Sean's scouting Pages -

<http://scouting.argentive.com/bbugle.shtml>

Bill Smith's Roundtable

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

If you have never visited Bill Smith's RT, take some time and look around it is a great site!!!

Sean's site has the last year's Baloo's in .pdf format
Bill Smith's site has more bandwidth and he has almost all the old Baloo's. Some in MS Word some in .pdf

Our President, Gary Hendra has posted this message on several discussion groups -

An open message and a plea for additional support. We ask of you to please share this message with other electronic Scouting groups you are a part of; however, please ask the moderator or owner for permission to post this message BEFORE you post it as some groups may consider "off-topic conversations" and requests of this nature as "SPAM".

We at the U.S. Scouting Service Project are committed to supporting Scouting through the Internet. We thank those Scouters and others who have come forth in the past and have supported our voluntary efforts -- those efforts, which in turn, has been of a service to you, your units, your district/local Council and to the national Scouting movement in the United States. Sadly, we are now offline due to the failure of our server. It was no longer able to handle the high volume of visits to our site that amounted to

approximately 7 million page hits a month. We may be down for now, but we are not willing to submit to defeat or wallow in despair. We will be back. While we are confident we will resume operations, it may be awhile before we return to the web. We need to buy a new server and get it set up. And we need your help. But first, we have a bit of a report for you:

We recognized that our old two-processor server with a little less than a one-megabyte of memory was in trouble a year ago and started seeking donations from Scouters. The response was fantastic and to date we have had just over \$2500 in donations. We were close to raising enough money to buy a new server and still be able to support Scouting through grants for Eagle Scholarships and West Fellowships like the one presented to the owner of the Scouts-L listserv. However, time ran out before the money was there and our cranky old server finally presented its last blue screen of death.

You might think that \$2500 is enough to do the trick because you can buy a fine home computer for that much and we wish that was true. Unlike your home computer that only supports one user at a time, a web server has to support hundreds of people at one time. In order to have a web site that isn't deadly slow or unavailable during peak usage periods, we need a server class computer that can handle the load. We are shooting for a modestly priced low-end web server that should cost us about \$4,000. We now have just about enough money to do that, but not enough to purchase the server and still provide other support to Scouting. To be able to continue we need more donations to help us through this tight spot. Donations are accepted via PayPal (tm) by using the following email address:

donate2usscouts.org@verizon.net

We apologize for any inconvenience you may experience while we are down and will make every effort to get our sites back up for you as soon as we can. We thank you for your support, your visits, and for the work you do as a frontline Scouter making a difference for the youth of this great nation.
Gary Hendra, President, U.S. Scouting Service Project, Inc.

Board members: Mike Bowman, Paul Wolf, Kyna Hendra, Bill Nelson, Dave Tracewell, Mike Walton, Ed Henderson, Lloyd Dalton
 (The U.S. Scouting Service Project, Inc., started in 1994, is a non-profit organization that makes available to the Internet community additional information, resources and reference material concerning the Scouting programs carried out through the Boy Scouts of America. It is not funded nor supported by the Boy Scouts of America. All members of the Project serve as volunteers to plan, create, develop, post, maintain and enhance a family of websites and web resources as well as to promote the responsible usage of the Internet and its capabilities. This is in addition to their daily work, family and community, and Scouting obligations. The Service Project is always looking for additional hands to "share the fun of another one night a week" of Scouting and additional ways that we can leverage the potentials of the Internet and in particular the World Wide Web against the needs of the volunteer, professional, families and their youth involved in the programs of the Boy Scouts of America.)

FOCUS

Cub Scout Roundtable Leaders' Guide

This month's theme promotes creativity and imagination. Close your eyes and dream. Cub Scout's will learn that the sky's the limit when it comes to a great idea!! The boys will also see that anyone with an idea and the desire can be an inventor.

CORE VALUES

Cub Scout Roundtable Leaders' Guide

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

- ✓ **Character Development**, Cub Scouts grow and develop a sense of accomplishment in a job well done as they work on their inventions.
- ✓ **Fun and Adventure**, What better way to have fun than by creating something from our dreams!!
- ✓ **Respectful Relationships**, Cub Scouts learn that they must cooperate with each other and help others for all to be successful.

The core value highlighted this month is:

- ✓ **Resourcefulness**, Looking at things a different way and finding other ways to use them can help boys develop a life skill of learning to use resources to solve any problem.

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

I received a question this month about finding how to tie rank requirements to the ideas in the Cub Scout Program Helps. It is real easy – *CS Program Helps* is

annotated with what requirements are met by what suggested activities. The plan though is NOT to have the Den Leader do every requirement in Den Meetings. That is the parents' (or parent's) responsibility. The Den Meeting activities just help the process along. (Yes, I am an idealist but I do realize we will never get back to 1957, my Wolf year)

Be sure to read Bill Smith's "Seven Lessons I Learned as Cubmaster" and "Projects for Boys." I know I am going to make a point of having more boy-oriented projects in Baloo. Better projects = Better retention!!!

On a Cubmaster's Discussion Group to which I belong, recently there was question about being both Cubmaster and Scoutmaster simultaneously. While not debating the point here, I do want to say that there were some fine, thought provoking answers. My friend Vince espoused a position that many times we are all pulled too many directions not because we are asked but because we let ourselves. He has seen it many times how a well-meaning person that has all the skills to put together great programs has let him/herself be pulled in too many different directions and it comes down to them not having enough time to devote to each area so they all suffer.

Roger's position is, "My real concern is that though we love what we do, overloading ourselves leaves less time for some other important things in our lives. Somebody isn't getting the full attention that *they* deserve. Are our employers getting less than 100% from us? Do our wives have to take a backseat because of our Scouting (when was the last time just the two of you went out?). Do our daughters get short shifted. When we have to deal with all of the Scouts, do our own sons feel that we are more interested in the group than them? We like to say NO, NO , No, no, but the truth is there is a fair amount of yes in some of the answers. We only have one life to live and the scouting world won't fall apart if we are not always there to be the glue to hold it together. It was around before us and will exist after us. Others have a way of filling in if given the chance and support. Scouting is a part of life but shouldn't be all of life."

Which makes **me** wonder, **what I have missed in my life because of my Scouting commitments?** My son is almost out of college (after 6 years) and my daughter is a sophomore, my wife and I should have more time together. But we don't – I am playing Cubmaster, CS RT Commissioner, on the District Training team and Pow Wow staff, FOS presenter, and Wood Badge staff as well as assembling Baloo every month. My wife has adopted the Tiger Den in our Pack, does Meals on Wheels and helps people in our church and probably more I have forgotten. It is fun but certainly isn't the way I had imagined it.

**Months with similar themes to Invention Convention
 Voyageur Area Council**

- June 1992, Genius Night
- January 1995, Invention Convention
- January 1998, Genius Night
- October 1998, Imagine That
- March 2003, Why Does It Do That

PRAYERS AND POEMS FOR SCOUTERS

“To invent, you need a good imagination and a pile of junk.”

Thomas A. Edison *US inventor (1847 – 1931)*

From - *Pack 326, Los Alamos, NM*

<http://www.losalamos.com/bsa/pack326/>

“Easy reading is hard writing”

Nathaniel Hawthorne, American Author – “The Scarlet Letter,” 1804-1864

From *Dr. Benson*

**Prayer for Cub Scouting’s Birthday
February Theme Prayer**

Cub Scout Roundtable Leaders’ Guide

We give thanks for our packs, past and present, today on the 75th anniversary of Cub Scouting. May all Cub Scouts everywhere be blessed. May all boys and men who have been Cub Scouts in the past, wherever they are now, be blessed. May they always remember their Cub Scout Promise and do their best, as we are trying to do. May all those parents, leaders and other adults who are members of our packs and troops and help us to be worthy Scouts not only of our pack or troop but, also, of the World Brotherhood of Scouting, be blessed. **AMEN**

(Sorry, I forgot this last month. CD)

**For Our Creative Minds
March Theme Prayer**

Cub Scout Roundtable Leaders’ Guide

We give thanks for our families, our blessings, our Scouts and their creative minds. Help us to encourage their creativity and individuality. **AMEN**

IF YOU THINK YOU CAN

Great Salt Lake Council

If you think you are beaten, you are;

If you think you dare not, you don’t;

If you like to win and you don’t think you can;

It’s almost a cinch you won’t.

If you think you’ll lose, you’ve lost;

For out in the world we find

Success begins with a fellow’s will;

It’s all in the state of mind.

For many a race is lost

Ere even a step is run

And many a coward fails,

Ere even his work is begun.

Think big and your deeds will grow,

Think small and you’ll fall behind;

Think that you can and you will-

It’s all in the state of mind.

If you think you’re outclassed, you are;

You’ve got to think high and rise,

You’ve got to be sure of yourself before;

You can ever win a prize.

Life’s battles don’t always go

To the stronger and faster man;
But sooner or later their hearts desire ;
Cause you’re a man who knows he can.

So take those boys by the hand,

Show them you are a man.

Lead them wherever their hearts desire,

Cause you're a man, who knows he can.

And when they have grown,

The way that they should;

They will remember that man

Who was there to help,

When they needed it most

And know you’re a man that can.

Because Of My Son

Author unknown

Voyageur Area Council

Because of my son – I found a job to do.

I became a Scouter, tried and true.

I understand boys better – because of my son.

It happened through Scouting – Gee, what fun.

Because of my son – I can be worthwhile.

Oh what a reward, to see a boy’s smile!

‘Tis endless, the pleasures gained from Scouting.

Because of my son – I attend each meeting and outing!

Because of my son – I’ve gained friends beyond measure.

‘Tis indeed blessed to hold, such a wonderful treasure!

Hours that were idle are now filled to the brim,

Because of my son – I enjoy life with him!

Because of my son – I’ve a new way of life.

I recommend Scouting for each husband and wife!

Don’t spend your spare time, doing nothing at all.

Because of my son – heed the Scouting call!

THE RABBI AND THE SOAP MAKER

Great Salt Lake Council

A Rabbi (Priest, Pastor, Minister, ...) Cubmaster and a Wolf leader who was a soap maker at Lever Bros. were walking along and the soap maker questioned the Rabbi by asking, "What good is religion? There's been religion for a long time, but people are still bad to each other."

The Rabbi was silent until they saw a Webelos Cub Scout, who was dirty from changing a tire for his Handyman Activity Badge with his den. The Rabbi asked the soap maker, "What good is soap? We've had soap for many, many years and yet people are still dirty."

The soap maker protested the comparison and insisted that the soap had to be used in order to keep people clean.

"Exactly my point." said the Rabbi. "Religion," he said, "has to be applied in order to do anybody any good."

TRAINING TIP

Seven Things I Learned As A Cubmaster. (In the order I learned them.)

Bill Smith, the Roundtable Guy
www.wtsmith.com/rt

And a big **Heap How to Bill** for putting Baloo's Bugle on his website until www.USScouts.oeg has their new server up and running. Commissioner Dave

- 1. Protect and Retain Den Leaders.** The program runs on DLs. Do anything to keep them happy and productive. Don't let anyone pile extra duties on them. They are not someone's personal messenger, or delivery boy and especially they are not your wait staff at the Blue and Gold Banquet. Their only job is to lead the den.
- 2. Outings are Worth the Effort.** As a pack, do something special every month over and above the pack meeting. Tours, hikes, service projects, picnics, and especially pack camp outs – these sorts of things make the difference between ho-hum and WOW!!!
- 3. Recruit Every Parent.** Every parent must do something for the pack or den. He or she must be the role model for their boy to help make the pack go. Every boy deserves to see his parent be a Cub Scouting Hero. The longer I do this, the more value I see in parent participation: for the pack, for the family and for the boy.
- 4. Be Nutty!** Lose your inhibitions and have uproarious FUN. Do all the zany songs, cheers, run-ons and stunts. Wear crazy costumes and play outrageous games. Do this a lot in Cub Scouts because as the boys get close to Boy Scout age they lose much of their appreciation of madcap humor – especially by their parents.
- 5. Cute is a Four-letter Word. Cute stuff has no place in Cub Scouting.** Boys at this age have no interest in being cute or being with people who want them to be. One of our den leaders would summarily veto any program idea that evoked the word "cute." Every pack needs someone like her.
- 6. Den Chiefs are Gods.** Den Chiefs don't make your job much easier, but they do make the Cub Scout experience better. They require coaching and direction to be successful but when they succeed they bring a unique spark to a Cub Scout's life that no one else can.
- 7. Games and Ceremonies are all You Need.** Everything in a pack or den meeting should be either a ceremony or a game. If you can't make announcements, setting up chairs, craft projects, or anything else be one or the other, then you are not reading the right books.

And following up on his comment, "Cute stuff has no place in Cub Scouting." –

PROJECTS FOR BOYS

Generally speaking, boys like certain kinds of projects. Here are some basic rules to help you choose projects that will go over well and contribute to their growth:

What will it do? Boys like to make things that do something. Pinewood derby cars, boats, kites and catapults

do things. They run, fly, throw things or explode. Girls, at this age, are already aware of form and beauty - boys usually don't care. Watch boys build things. They spend most of their time playing with a half finished model, visualizing what it will do. What it looks like is low priority.

What is it made of? Wood is good. Large is better. Collect large cartons, scrap wood and other similar stuff. He needs to learn to manipulate material. Start thinking of the help you will need to handle all this - let parents know you will need them.

What is the process? Using tools is usually popular. Do things that are as messy as you can stand. Big painting projects, papier mache and cooking all fit this category. Dainty and cute are not going to make it here.

At this age, building projects help a boy in several ways: it stimulates his imagination, it develops hand-eye coordination, it enhances his ability to go from a mind's eye view to a physical creation. Use projects to build den game equipment, scenery and costumes for skits, camping gear and den snacks.

PACK ADMIN HELPS

Derby Day – Holding a Pack Space Derby!

Commissioner Karl

With help from

<http://www.macscouter.com/CubScouts/SpaceDrb/>

I have to admit this is the first time I have ever put together one of these kits, and it was a blast! This is every bit as challenging, and creative as building a pinewood derby car, but different enough to be a whole new challenge! If you are not having a Space Derby, then you are missing out on having another huge highlight of the year, like the pinewood derby is to most! – Commissioner Karl

Events like this always work better with a committee. The committee should work out the race day and include an opening ceremony, such as a ribbon cutting or an opening, have awards -ribbons or trophies, plan for crowd control, decorate the room with pennants and rocket decorations, and get a public-address system or bullhorns, if needed. On race day, you will need two stations, the inspection/check in and the flight operations teams.

The check in folks should:

- Check entries for use of official materials.
- Mark a number on each rocket.
- Act as judges for craftsmanship award and other special awards. Report winners to the Cubmaster.
- Enter rocket numbers and boys' name on a preliminary heat sheet.
- List heat winners on semifinal sheets.
- Determine final standing of each rocket and report results to Cubmaster for presentation of awards.

The flight ops team will need:

- A starter at the start gate
- Have two judges at the finish
- Keep control of the boys waiting at the gate
- Set up the space derby raceway.

- Report preliminary winners and final winners to registration team.

Constructing and Operating Rockets

The official space derby kit includes all necessary materials and instructions for building a rocket. Decorate the rocket with bright colors. Apply decals furnished in the kit or purchase decals at a local hobby store.

Tips for rocket builders:

- Reduce air friction or "drag" by making all surfaces as smooth as possible.
- A blunt, rounded nose causes less drag than a sharp nose. A good design has all leading edges rounded and trailing edges tapered to reduce the drag. Rubber bands should be lubricated before the race. They are the "motor" and must be strong and flexible. This also prolongs the bands' life and power and will help reduce the possibility of breaking during the competition. They can be soaked overnight in castor oil. Or mix two parts green soap, one part glycerin and one part water and rub the mixture on the rubber band about an hour before racing.
- Have extra boxes of rubber bands on hand. Remember, it takes three rubber bands to fly each ship properly.
- Experienced rocket racers "warm up" their space ships by gradually winding the rubber band motor to its full capacity—first 50 turns, then 100, then 200, etc. Release the propeller between each winding.
- A small hand drill is excellent for winding rubber bands. It also helps speed up the event. Check the ratio of the drill by making one revolution of the crank handle and count the number of times the chuck turns. Most drills average a one-to-four ratio, thus it would take 40 turns of the crank to give 160 winds on the rubber band motor. When using the hand drill winder, it is best for one person to hold the rocket and propeller while another stretches the bands about 12 to 15 inches beyond the rocket tail and turns the rubber bands, he gradually shortens the distance between him and the rocket.
- For a more evenly matched race, wind all rocket motors the same number of turns. For 100-foot launch lines, 150 to 170 winds should be sufficient.
- Use a sharp knife for cutting the grooves for the hanger fitting and fins. A dull knife will crush and splinter the balsa wood. Make sure your plastic hanger is fastened securely to body.
- When you start to carve, remember that the end with the small hose is the rocket nose. A potato peeler is good for carving the shape.
- To help increase the rocket's speed reduce the wall thickness to a minimum of 1/8 inch. Do not weaken the area around the hanger (carrier) or carve away the nose button circle.
- Groove for rear dowel is deep enough so dowel does not twist when rubber motor is wound tight.
- Do not apply too much paint to the outside unless you sand between each coat.
- Propeller is balanced. Sand if necessary. Propeller nose button is lubricated with graphite.

- Be careful not to get glue on the plastic carrier, especially in the holes through which the monofilament line runs. Glue can interfere with smooth operation.
- Fins are accurately aligned so rocket flies straight.
- Make the propeller shaft as short as possible by bending it close to the prop. Make sure the wire catches on the flat part of the prop and the groove catches the wire. Cut off the excess wire with wire cutters.
- Test the rocket's balance by hanging it from a string through the hole of the hanger fitting. If the rocket is nose-heavy, carve or sand a little wood off the end. If it is tail-heavy, remove wood from the tail area.

Other Hints:

Dens may wish to secure a 100-foot length of 50-pound monofilament fishing line for test runs in the backyard before the derby. Tie the line to a tree or post and string the rocket carrier on it. Tie the other end to a tree about 100 feet away. Make the line as tight as possible.

Sample Space Derby Program

- 7:00p Inspection and registration of rockets.
 7:30p Opening ceremony.
 7:45p Cut ribbon and start heats. Award ribbons and other prizes to heat winners during the running of the derby.
 8:30p Recognition ceremony. Recognize champions; then make advancement awards.
 8:45p Closing ceremony.

Sample Space Derby Rules

All rockets must pass the following inspection to qualify for the race:

- Only basic materials supplied in the kit may be used.
- The rocket body may be no longer than 7 inches, not including the propeller and fins.
- There are no restrictions on the weight or design of the rocket.

Space Derby Procedures

1. Every boy brings his rocket to the inspection table to have his entry checked and numbered.
2. Then he goes to the registration table where his name and rocket's number are entered on a heat sheet.
3. Contestants report to the gatekeepers, who line them up in the order in which they will compete. At this point, each boy starts to wind the rubber-band motor of his ship.
4. As his name is called, the boy hooks his rocket on the guideline assigned to him, centering the rocket between the vertical dowels and locking the propeller behind the horizontal dowel on the starting gate.
5. The gatekeeper starts the countdown and fires at zero by lifting the starting gate frame, which releases the rockets.
6. The race is run in heats, up to four contestants at a time. Each boy gets to try at least twice instead of being eliminated from competition from after the first race. For example, in a six-boy den, try heats of three boys each. The winner of each heat goes into the den finals. Then race the other four again with the winner

- competing with the other heat winners for the den championship and entry into the pack finals.
7. The winner takes his rocket to the registration table for recording, then to the awards platform for recognition. He then returns to the spectator area to wait until his name is called again.
 8. Run as many quarterfinal and semifinal heats a necessary to determine the contestants for the final.
 9. As ships are eliminated, make sure the contestants are applauded for their efforts.

Den Chiefs

What Are They And How Do I Use Them?

Great Salt Lake Council

What is a den chief?

A den chief is a leader and friend to the Cub Scouts.

How does the den chief fit into Cub Scouting?

- ✓ He is EARNEST about his job and doesn't horseplay.
- ✓ He is kind and fair to all and does not show favoritism.
- ✓ He is an assistant, playing rough and tumble games with the Cub Scouts.
- ✓ He sets a good example, and teaches the younger boys to do things.
- ✓ He knows his stuff and is prepared for meetings. He is willing to learn more.
- ✓ He is ready to be of assistance to the den leader and help in planning meetings.
- ✓ He maintains an active relationship with the den and attends meetings regularly.
- ✓ He helps prepare the Cub Scouts for Scouting.
- ✓ He expects every Cub to "Do His Best" and encourages them by his knowledge and example. He, too, enjoys the feeling of being needed and admired by younger boys.

There are five elements which the den chief should provide in his relationship with his den:

1. Make the den meetings interesting, in advancement as well as games.
2. Help the Cub Scouts work on advancements and motivate them to complete the achievements and electives needed for advancement and/or Arrow Points.
3. Sees that there is **fun** in every meeting.
4. Lets the Cub Scouts show initiative and push ahead, while encouraging them to do their best.
5. Provides a light touch of inspiration to the meetings.

It should be remembered a den chief is still a boy and will not act like an adult. But, if you TREAT HIM AS A LEADER, HE WON'T ACT LIKE "ANOTHER BOY." You can run a meeting without him, but it is a lot easier when he is there.

IMPORTANT STEPS

There are four important steps that must be taken when choosing, and in the proper use of, a den chief for your den.

I. OBTAIN:

- ✓ The den chief is a Boy Scout (or Varsity, or Venturer Scout) selected by the Scoutmaster (or other Scouting Advisor) in cooperation with the Cubmaster, committee chair, and/or den leader.
- ✓ He may be of any rank, but it is suggested that he be at least a First Class Scout. Age is not a factor, although it is recommended that he is 3-4 years older than the boys

he will be working with since his maturity and experience will be of great value. He can be of the greatest help when he has been a Cub Scout and knows how the Cub Scouting program works. The Scoutmaster will know which boys are qualified, dependable, and interested. The den chief will need to commit to attending a weekly den meeting and the monthly pack meeting along with a den leader/den chief planning meeting. The den chief position satisfies the leadership requirement for Boy Scout Advancement. Leaders should be aware that den chief service should not interfere with his troop membership.

- ✓ The den chief becomes a member of a leadership team which includes the den leader and assistant den leader. He encourages the boys to advance in their Cub Scout achievements, and to live up to the Cub Scouting ideals in their everyday life. Since the boys look up to the den chief, he is a natural leader and role model for the boys.

II. TRAIN:

- ✓ This Scout will only be as good as you make him. He needs to be trained. Check with your district training Chairman to find out if you have a Den Chief Training Conference. He will need his Den Chief Handbook. His den chief cord is presented at pack meeting, his patch is presented at troop meeting. There are requirements for him to complete for his Den Chief Service Award. If there is no district or council training, then the Cubmaster or den leader is responsible for providing temporary training. There are some things your den chief needs to know:
 - **Relationships...**How to work with a den leader and other pack members.
 - **Discipline...**How to help maintain discipline by leading and setting an example.
 - **Patience...**Important when dealing with Cub Scouts.
 - **Boy nature...**How the viewpoint of a Cub differs from older Scouts.
 - **Skills...**How to lead songs, games, yells, skits, run-ons, other activities and advancements.

Unless you make it fun, your den chief may not be interested in spending time learning to be a den chief.

III. USE:

- ✓ Your den chief will be as effective and helpful as you will let him. Make him feel important to the den and value his input. He will probably lose interest unless you make it fun for him. Give him enough to do that he feels useful, but not more than he capable of doing. Remember, he is a youth leader.
- ✓ Keep in mind that den chiefs are busy people, too. Each week he attends troop and patrol meetings and works on his Scouting advancements. He may also have school and sports activities.
- ✓ The den chief should meet with the den leader (they always love something to munch on during this time) in a monthly planning meeting to plan the activities which he will be responsible for preparing. Develop a good relationship with your den chief. You should never be too busy to listen to him or his ideas. A follow up call each week will probably be necessary to make sure that

you are both on line together. He could be responsible for calling the boys to remind them of den or pack meeting (provide him with a list of the boys and their phone numbers). The den chief should be given specific assignments, but should not be responsible for the whole den meeting. The den chief can help with ceremonies, answer questions, show how to do a craft project, and encourage good behavior.

- ✓ At den meetings, the den chief's responsibilities are:
 - Before -- Arrive 10 minutes early. Help set up the room. Check equipment and supplies. Prepare to greet the boys and show them where to put their things and where to gather.
 - Gathering -- Greeting the boys. Teach tricks, puzzles, songs, yells or cheers and games while the den leader is busy.
 - Opening -- Holding uniform inspection. Assist Denner with opening ceremony, i.e. Prayer, Flag Ceremony, Motto, Promise, etc..
 - Business -- Make announcements, or reminders. Provide extra ideas for theme projects, service projects, field trips, and so forth. Assist in planning den's participation in pack meeting.
 - Activities -- Have him be your activities assistant by helping with crafts, projects, games, and songs, or demonstrating physical activities for the Cubs.
 - Closing -- Helps to call the boys to order, and helps make announcements. Helps with closing ceremony and immediate recognition.
 - Afterwards -- Clean-up. Evaluate meeting, and go over next week's assignments.
- ✓ At pack meetings, den chiefs can help with:
 - Setting up the room and/or displays.
 - Getting boys seated and organized.
 - Den yell, songs, skits, stunts, run-ons and activities.
 - Maintain good behavior through presence and attitude (be a good example).
 - Escorting adults & parents to accept awards.
 - Take down and general clean-up after the meeting.

IV. PRAISE:

- ✓ Everyone likes to be recognized for their good work. Den chiefs are no different. Never criticize him in front of others.
- ✓ Recognize him at the first pack meeting after becoming a den chief.
- ✓ Congratulate him before your den/pack meeting each time he receives a Scout advancement.
- ✓ Recognize him on his birthday or other special occasion.
- ✓ Give him an important job and let him do it.
- ✓ Be PATIENT with him. He is just a boy.
- ✓ Praise him during den meetings. Compliment him on a job well done.
- ✓ Build him up every way you can.
- ✓ Understand his limitations and abilities.
- ✓ Let him know that there are some things that he can do that you can't do.
- ✓ Let him feel successful.
- ✓ Do NOT leave discipline solely up to him.

- ✓ It isn't just an accident that we use Scouts as den chiefs. Because of his association with den members, he can encourage them to advance in Cub Scouting and live up to the ideals in everyday life. He is already what every Cub Scout wants to be—a Boy Scout. He is a person whom Cubs most like to follow. This makes him a natural leader to them. By directing this natural leader wisely, we influence all the Cubs under his leadership.
- ✓ Your den chief should wear his uniform to your den meetings. This will encourage the Cubs to wear theirs. The Webelos will be encouraged by the insignias and badges and thus create an interest in Scouting.
- ✓ Recognize the den chief at the end of his service for a job well done. Present him with the Den Chief Service Cord if he has served at least a year and completed the requirements listed in the Den Chief Handbook, but at the very least recognize his service and a job well done.

A LITTLE FELLOW FOLLOWS ME

Great Salt Lake Council

A careful den chief I want to be,
 A little fellow follows me;
 I do not dare to go astray,
 For fear he'll go the selfsame way.
 I cannot once escape his eyes,
 Whate'er he sees me do, he tries;
 Like me, says he's going to be,
 The little Cub Scout who follows me.
 I must remember as I go,
 Through summer's sun and winter's snow,
 I am building for years to be,
 That little Cub Scout who follows me.

TIGERS

Tiger Advancement Song

Circle Ten Council

Tune: Farmer in the Dell

A Tigering we will go, A Tigering we will go,
 Hi-ho the derrio, a Tigering we will go.

The Tiger makes a Bobcat, the Tiger makes a Bobcat,
 Hi-ho the derrio, a Tigering we will go.

- ✓ The Bobcat makes a Wolf . . .
- ✓ The Wolf Cub makes a Bear . . .
- ✓ Then next is We-be-los . . .
- ✓ The Webelos makes a Scout . . .
- ✓ A Tigering we will go . . .

Orange Tiger

Circle Ten Council

(Tune: Did You Ever See a Lassie ?)

Oh, I saw an orange Tiger, a Tiger, a Tiger;
 Oh, I saw an orange Tiger, with lots of black stripes.
 With stripes all in black, in the front and the back;
 Oh, I saw an orange Tiger, with lots of black stripes.

Tiger Cubs Have Fun
Circle Ten Council
 (Tune: Frere Jacques)

Tiger Cubs have fun, Tiger Cubs have fun ;
 Search, and Discover, Discover and Share;
 Always on the go, helping us to grow,
 Tiger Cubs, Tiger Cubs.

Search Each Day
Circle Ten Council
 (Tune: Row, Row, Row Your Boat)

Search, search, search each day, with your Tiger group
 Discovering, and Sharing, Discovering and Sharing
 That's the Tiger Cub way.

Tiger Song
Circle Ten Council
 (Tune: Are You Sleeping?)

We are Tigers, we are Tigers,
 sharing our love, sharing our love
 Searching and discovering, searching and discovering,
 While we grow, while we grow.

**Here are some more Outdoor Activities as the
 Weather starts to warm up –
 Spring arrives in March!!!**

Circle Ten Council
CLOTHESPIN BUGS



Use spring type clothespins. Paint them. Wings are made from construction paper, cut into symmetrical shapes. Slip wings into clothespins jaws and glue. Straight pins with colored round heads can be used for antennae. Bumblebee uses a 1" Styrofoam ball or ping-pong ball cut in half and glued to top of clothespin. Pom poms can be used for eyes, paper clips can be used for legs, etc. OPTIONAL: Glue a magnetic strip to back of clothespin and make into a refrigerator magnet for mom for Mother's Day.

Tiger Games
Circle Ten Council

SCORPION'S STING

A tag game in which "it" is the scorpion and walks on his hands and one foot. "It" has to keep the other foot in the air. This is the stinger and "it" tries to tag the other players with his stinger.

BUG TUG

Make 2 lines on the ground about 10 feet apart; the two opponents stand back to back between the lines. Both bend

forward, reach between their legs and grasp each other's wrists, they then start pulling each other towards their line.

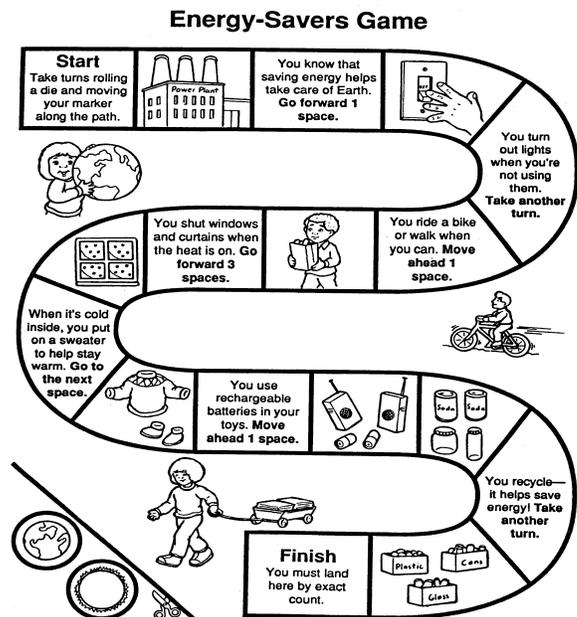
Go See It Outing

Go on a short guided hike at a local nature center.
 Design and conduct a nature scavenger hunt. Show samples of the 3 - 5 items on the list
 Visit your local water treatment plant. What makes the water safe to drink?
 Visit a planetarium. Learn about those stars in the sky.
 Discuss the aerospace program and how close we are to living up there.
 Go fishing. Release your fish when you are done.
 If possible, visit a trash to energy plant.

Let's Go Outdoors
Family Activity
Circle Ten Council

Energy Savers Game

Enlarge and copy game onto white cardstock. Let boys color and play with their family. This game is for two players. Cut out the playing pieces. Then roll a dice to determine number of moves.
 (Click on the game picture. Then copy it to another document. Then enlarge it to fill the page)



SPECIAL OPPORTUNITY

75th Anniversary Leaders Award

For Any Registered Scout Leader Who Works
With Cub Scouts
Commissioner Karl



Complete Requirement 1 and complete 5 other activities.

- Participate in a pack, district, or council celebration commemorating the 75th Anniversary of Cub Scouting. (This could be a Blue and Gold Banquet.)
Good thing we are featuring a 75th Anniversary Blue & Gold this month. Not to mention there are whispers of huge Cub Scout celebration that the council is trying to put together. If your Blue Gold is not a 75th anniversary theme, then take time to plan a meeting this year with that them in mind. Have a birthday cake bake and auction – or some other fun, birthday style event.
- Create posters, fliers, or other media to promote 75th Anniversary celebration events at three den, pack, district, or council events.
You will need to plan here, at it take three meetings, that means at a den level, you will need a month. At the pack or district level it will take three months to display your posters or media. Have the boys do the posters at a den meeting, as a family project, or by dens at the charter meeting. Ask permission to display them at your charter partners building, or at the least in your meeting space. Make sure you make a big deal of the boys' efforts.
- Serve on a committee in your pack, district, or council to plan an event to commemorate the 75th Anniversary of Cub Scouting (different from activity 1).
Maybe your council will be putting together a committee for a big event. Look for announcements in your council newsletter, and call the chair to volunteer. Most likely, you will like being in the know anyway. Even a small contribution is helpful, and qualifies you for this award.

Maybe you can arrange to have your Annual District Dinner have a 75th Anniversary theme. CD

Every Roundtable Commissioner and staffer should be able to do Requirements 4, 5, 6, and 8 with a little bit of planning. I taught a game and led a 1930's song when doing the Scouting Celebration Roundtable. I am looking for a good craft and the old uniform I was given a few years ago for telling the story. CD

- Learn about a game that boys played in 1930. Teach the game to Cub Scouts at a den meeting, pack meeting, camp, or district activity, or to a group of leaders at a training event or roundtable.
Besides an inner city favorite, stick ball (and to a lesser extent baseball) 1930 brought the advent of Chinese

checkers. A great strategy game that most kids can understand and can be played in a multiplayer format. Also, later that decade in 1935, Monopoly hit the stands and sold 20,000 copies its first week. Board games hit by storm, including Scrabble. Have a game night at your den meeting and teach them to play the games of the 1930s. For more information look at:

<http://www.crazyfads.com/30s.htm>

<http://kclibrary.nhmccd.edu/decade30.html>

- Using materials that would have been available in 1930, teach a craft to Cub Scouts at a den meeting, pack meeting, camp, or district activity, or to a group of leaders at a training event or roundtable.
The 30's was the time of the great depression, so many crafts were practical in nature. Tile trivets, lamp shades, and sewing projects were common. The best resources I have found for this has been Kit's Friendship Fun from Pleasant Company. The cost is about \$12 plus shipping and features crafts, games and recipes that were common 1930s with historical images and sidebars. Kit is a girl, but many of the ideas and games are good for both boys and girls.
- Learn a song that was popular in 1930. Teach the song to Cub Scouts at a den meeting, pack meeting, camp, or district activity, or to a group of leaders at a training event or roundtable.
An era of swing and big bands (Puttin on the Ritz), the Star Spangle Banner became the national anthem in 1931. Also, Irving Berlin's God Bless America became popular in 1938 when Kate Smith made it her own. Shirley Temple was singing the Good Ship Lollipop, also popular were Old Dan Tucker, Pastures of Plenty (Woodie Guthrie) and Banks of Marble (Les Rice).
- Take photographs or write an article about how your den, pack, district, or council is celebrating the 75th Anniversary of Cub Scouting. Submit to a local newspaper for publication.
The key here is to submit them. You don't have to have them published. Take the time to write a short article (200 words) and take some high quality digital pictures at your 75th celebration. Remember, the bigger your party – the more likely it is to make it into the paper. Try to submit it to your local small town paper or council newsletter as well.
- Create a costume and wear it to tell a story about the history of Cub Scouting to Cub Scouts at a den meeting, pack meeting, camp, or district activity, or to a group of leaders at a training event or roundtable. (Resources include youth handbooks and Cub Scout Leader Book.) The "costume" may be an old uniform (or a mock up of it) from the days gone by. The first Cub uniform was a blue "peak" cap, yellow kerchief, blue shirt, blue knickers, and blue knee socks. The cap had yellow trim and the badges had yellow letters. It is unclear when short pants were introduced (late 30s at the earliest), but there were no Cub long pants in the 1930s. The knee socks had two distinctive gold bands at the top. There is a picture available at:
<http://histclo.hispeed.com/youth/youth/org/sco/country/us/cub/uscub930.htm>

9. Invite a career professional (firefighter, police officer, banker, retail professional, etc.) to speak at a Cub Scout activity or training event, highlighting how his/her profession has changed in the past 75 years.
Be sure to take the time to let the professional know what you want from them. One suggestion would be to have the parents in your group put out some feelers at their work place for someone who is up on the history of their profession. Make a personal invitation, and send them a thank you card after the visit.
You may want to take the time to research you own job, and present how it has changed. I am a banker, and work 50-55 hours per week in the modern day, but in the 1930s the banks were only open from 10-3 four days per week, and one day 12-4. Thus giving rise to the term "bankers hours" – KK ☺
10. Read Rudyard Kipling's The Jungle Book to familiarize yourself with the characters Baden-Powell incorporated into Cub Scouting.
Not a lot of explanation needed. Read the book, or better yet, plan a short time at each den meeting to read the book with your boys.

Cubmaster Training Award
Kommissioner Karl



The Cubmaster Training Award can be earned by any registered Cubmaster.

A brief summary of requirements include:

- ✓ Serve 2 years as Cubmaster, or 1 year as Assistant CM and 1 year as Cubmaster;
- ✓ Conduct a pack meeting once per month for the program year;
- ✓ While Cubmaster the Pack earns
 - The National Quality Unit Award and
 - The National Summertime Award; and

Complete

- ✓ Fast Start Training
- ✓ New Leader Essentials
- ✓ Position Specific for Cubmaster and
- ✓ Youth Protection training
- ✓ attend
 - 4 roundtables, or
 - 1 Pow Wow or University of Scouting.

For the complete requirements and a progress record, go to:

<http://www.scouting.org/forms/34169/53.pdf>

For more information on the National Quality unit award, look in your Cub Leaders Guide Book or at:

<http://www.scouting.org/forms/14-220-05.pdf>

More on the National Summertime Pack Award and how to earn it can be found at:

<http://www.scouting.org/forms/33748.pdf>

GATHERING ACTIVITIES

Find A Name

Longhorn Council

Find and circle the last name of these famous inventors –

- | | |
|--------------------------|---------------------------------|
| Sir Isaac <u>Newton</u> | <u>Aristotle</u> |
| <u>Galileo</u> | <u>Michelangelo</u> |
| <u>Louis Braille</u> | <u>James Watt</u> |
| <u>Leonardo DaVinci</u> | <u>Joseph Lister</u> |
| <u>Robert Fulton</u> | <u>Albert Einstein</u> |
| <u>Guillermo Marconi</u> | <u>Ernie Levassor</u> |
| <u>Eli Whitney</u> | <u>Orville Wright</u> |
| <u>George Eastman</u> | George Washington <u>Carver</u> |
| <u>John Logie Baird</u> | <u>Thomas Edison</u> |
| <u>Alexander Fleming</u> | <u>William Kalf</u> |
| <u>Werner von Braun</u> | <u>Johannes Gutenberg</u> |
| <u>Alfred Nobel</u> | <u>Robert Watson Watt</u> |
| <u>Roger Bacon</u> | <u>Madame Curie</u> |

Copy and enlarge this word search before trying to solve it.

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

Who Invented It?

Baltimore Area Council

Each of the following inventions has played an important part in modern industrial development. Who invented each of them?

- | | |
|----------------------------|--------------------------|
| 1. _____ Telephone | A. Edmund Cartwright |
| 2. _____ Phonograph | B. Cyrus McCormick |
| 3. _____ Telegraph | C. Samuel F. B. Morse |
| 4. _____ Dynamite | D. The DuPont Company |
| 5. _____ Power Loom | E. Thomas Alva Edison |
| 6. _____ Steamboat | F. Galileo |
| 7. _____ Reaper | G. Charles Goodyear |
| 8. _____ Vulcanized rubber | H. Alexander Graham Bell |
| 9. _____ Nylon | I. Sir Alexander Fleming |
| 10. _____ Thermometer | J. Robert Fulton |

11. _____ Penicillin K. Wilbur and Orville Wright
 12. _____ Airplane L. Alfred Nobel
 Answers: 1-H, 2-E, 3-C, 4-L, 5-A, 6-J, 7-B, 8-G, 9-D,
 10-F, 11-I, 12-K

Head Word

Baltimore Area Council

Equipment: Paper and pencils for each individual.

Instructions: The leader writes a word or phrase from which the boys make as many words as possible in a timed period. An example is Lord Baden Powell, rod, ball, bad, pole, etc.

Computerize

Circle Ten Council

Equipment Pencil and paper

Test your computer jargon and match the word with the correct definition.

KEYBOARD	SOFTWARE	MONITOR
FLOPPY DISK	DISC DRIVE	HARDWARE
RAM	BIT	

1. It reads and stores information between the disk and the computer
2. It's much like a typewriter and feeds information and commands to the computer
3. What is the screen that displays the computers out put.
4. Computer temporary memory that can be changed or edited.
5. It means binary digit and it's the only symbols computers understand.
6. The actual physical, hard, computer components like screen, keyboards, printer, etc.
7. Flexible plastic disk used to write electronic information magnetically.
8. A set of instructions that tell your computer what to do.

Answers

- | | | |
|--------------------------------|-----------------|--------------|
| 1 – Disk Drive | 2 – Keyboard | 3 – Monitor |
| 4 – Ram [random access memory] | | 5 – Bit, |
| 6 – Hardware | 7 – Floppy disk | 8 – Software |

Tower Building

Baltimore Area Council

Have an assortment of "blocks" made from scrap lumber, all sizes and shapes. Boys take turns stacking blocks of wood, forming a tower, one at a time. How tall can the tower grow before it tumbles? The object is to not be the one that causes the stack to fall.

Cardboard Drop

Baltimore Area Council

You will need a piece of cardboard about 8" square and a button in front of each standing player. The idea of this game is to drop the cardboard so it falls on the button and covers it. This is tricky because the cardboard will swirl as it falls. A player may pick up is cardboard and try as many times as he likes. The cardboard must be held with only one hand.

Pack Gathering Activity

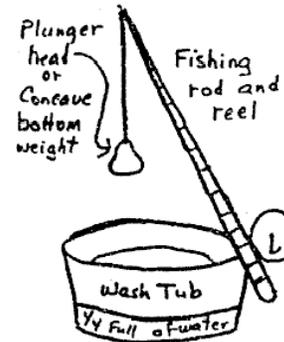
Baltimore Area Council

Set up display tables for boys' genius kit designs. A committee of parents could be recruited to place colorful stickers on every display. Make sure every boy is recognized for their efforts by presenting Genius Night Certificates of Merit or other suitable memento.

OPENING CEREMONIES

Professor Plop Opening

Circle Ten Council



Setting Cubmaster with Professor Plop (adult dressed appropriately) and his special invention

Cubmaster We have called in a ceremony specialist to help us tonight. I would like for you to meet Professor Plop from M.I.T. (Mighty Ingenious Tech)

Professor I'm still working on my special invention. It's not quite perfected yet, but I'm close.

Cubmaster That looks like quite a gadget.

Professor It is, it is!

Cubmaster Well, we'll get on with our pack meeting and let you continue your work. Den _____ has our opening flag ceremony this evening.

Periodically during the pack meeting, the Cubmaster calls attention to the Professor Plop and checks to see how he is coming along. The invention is part of the closing!!

Light Up Your Life

Circle Ten Council

Setting: A single light bulb is illuminated in the front of a darkened room.

Cubmaster: This light bulb is a pretty commonplace thing to people these days. But it's a fitting symbol for our Pack's Invention Convention night because of what it represents. Its inventor, Thomas Edison, was recognized as a genius – one of the great inventors of all time. But even more, he represents what you can accomplish if you remember to live up to that part of the Cub Scout promise that says you will "Do Your Best". Even if you don't invent a better light bulb, I hope each one of you will do your best, and not stumble around in the darkness, complaining about what everyone else is doing.

Turn up the house lights.

Color guard posts the colors

Cubmaster leads the Pledge of Allegiance.

This could also be a good Cubmaster's minute CD

INVENTORS

Great Salt Lake Council

Make a card with the letter and a picture of the item. Have the information on the back in LARGE print

- Cub # 1: I—IODINE--** Iodine has many uses. It is a disinfectant and a nutrient added to salt to prevent diseases. It was discovered by accident. In 1811 Bernard Courtois was extracting sodium and potassium compounds from seaweed ash. Once the compounds were gone, he added sulfuric acid. A violet cloud erupted from the mass. The gas condensed on metal objects in the room.
- Cub # 2: N—NYLON--** Wallace Carothers is considered to be the father of man-made polymers. In 1928 Dupont opened a research lab to try to make a fabric that would replace silk. Japan was the source for silk for this country and trade relations were breaking apart. World War II was about to break out. They were able to create nylon by 1934 and nylon stockings were pretty, durable and very desirable.
- Cub # 3: V—VACUUM CLEANER--** James Murray Spangler, a janitor in a Canton, Ohio department store, deduced that the carpet sweeper he used was the source of his cough. He tinkered with an old fan motor and attached it to a soapbox stapled to a broom handle. Using a pillowcase as a dust collector on the contraption. He formed the Electric Suction Sweeper Company. William Hoover, a cousin in-law, went into business with him and they renamed it. Sluggish sales were given a kick by Hoover's 10 day, free home trial, and eventually there was a Hoover® vacuum cleaner in nearly every home.
- Cub # 4: E—ELASTIC--** Thomas Hancock invented a machine called a masticator, which shredded rubber scraps. In 1820 he patented elastic fastenings for gloves, shoes, and stockings. In 1821 he joined forces with Charles Macintosh and they produced rubber imbedded raincoats. The raincoats improved when vulcanized rubber was invented by Charles Goodyear.
- Cub # 5: N—NEON--** When electricity was discovered scientists moved towards various types of lighting. George Claude applied an electrical discharge to a sealed tube of neon gas in 1902. He formed a company called Claude Neon and introduced neon gas signs to the United States in 1923 when he sold a sign to a Packard car dealership in Los Angeles. They paid \$24,000 for two signs. Neon quickly became a popular feature in outdoor advertising.
- Cub # 6: T—TELEVISION--** Philo Farnsworth was born in Beaver City, Utah. They moved to Rigby, Idaho and at 14 years old, while plowing a potato field back and forth he got the idea that electron beams could scan images the same way. At 15, with only 2 years of High School, he gained

admission to BYU. He credited his High School teacher for helping him succeed.

- Cub # 7: O—OXYGEN TENT--** John Emerson, born in New York, disappointed his father when he did not want to attend an Ivy League college but instead wanted to buy a machine shop and tinker with his ideas. His mother financed the purchase and he came up with a device for tissue respiration. In 1931 he came up with the oxygen tent. He is best known for the iron lung, which during the polio epidemic in the 1930s saved many lives.
- Cub # 8: R— RUBBER--** Explorers found the South American natives using a sticky substance that bounced. They brought it to Europe but it had a big problem, the instant its temperature changed it deteriorated and became rotten and smelly. Charles Goodyear became obsessed with trying to solve the rubber dilemma. He tried everything until in 1839 he accidentally spilled rubber mixed with sulphur on a hot stove. He was awarded the patent for Vulcanization and happily spent the rest of his life obsessed with inventing practical uses for rubber. When he died he was \$200,000 in debt.
- Cub # 9: S—STAMPS--** The first official mail office was opened in England in 1516. Nearly 300 years later [1835] Sir Rowland Hill suggested that letters under an ounce should be carried for a uniform fee of 1 Penny and used a stamp. Until this time the receiver paid the fee on receiving the letter. The United States started using stamps in 1845.

Genius Night

Longhorn Council

Personnel - 5 boys with graduation hats on and numbers 1-5 on their shirts, 2 judges and MC.

MC: To begin the pack meeting tonight, a panel of judges will decide who the real genius is among these boys. Tell us why you feel that you should be called a genius.

Cub # 1: I'm the genius because I discovered the hamburger.

Cub # 2: No! I'm the genius because I invented the television.

Cub # 3: No! I'm the genius because I got all A's on my report card.

Cub # 4: No! I'm the genius because I can play the guitar, juggle oranges and tap dance all at the same time.

Cub # 5: I'm the genius because I joined Cub Scouts!

MC: Thank you boys. Judges, may I have your decision please?

Judges: By an overwhelming vote, Contestant #5. He is the greatest genius because he was smart enough to join Scouting.

Experimenting in the Kitchen*Longhorn Council*

- Cub # 1:** We've been experimenting in the kitchen.
- Cub # 2:** We've experimented with food. Besides learning we got to eat our experiments.
- Cub # 3:** But we didn't eat everything though. Sometimes stuff in the kitchen is poisonous.
- Cub # 4:** We saw chemical reactions like bubbles and foam.
- Cub # 5:** We learned that chemistry is a part of everyday life, like a loaf of bread.
- Cub # 6:** We had fun. We had food. We had fellowship.
- Cub # 7:** Now it's time to share all this with our families.
- Cub # 8:** Welcome to our pack meeting!

The Cub Scout Machine*Baltimore Area Council*

Setting: After presenting flags and Pledge of Allegiance, Den remains at the front with a large appliance box wrapped in blue and gold.

Narrator: Good evening ladies and gentlemen. This evening our Den would like to show you its newest invention, the Cub Scout Machine. We will attempt to make an ordinary boy into a Cub Scout.

(Boy comes in wearing tee shirt. He steps into the box and it is closed around him with his head sticking out a hole in the top. The boy changes into his uniform shirt and scarf in the box unseen by the audience.)

Before we begin, I think maybe we need to administer some laughing gas to get him through this serious business. *(Produces large bottle with hose and funnel, administers laughing gas)*

First we 'take the Hate out (Removes rock from flap in front of box)

Next we add Caring (Insert heart in box)

Let's take out the Selfishness (Remove large "ME" sign)

Put in Cooperation (Inserts "WE" sign)

Get rid of the idleness (Remove limp glove)

Put in lots of activity (Insert stuffed glove)

Get rid of the Laziness (Remove old rag)

Install some Reverence (Insert Bible)

Bring in some Local Support (Parents come forward)

Find some Expert Help (Den Leader comes forward)

Push the button and instantly, we have a brand new Cub Scout. *(Cub Scout comes Out of Box.)*

Genius Night*Baltimore Area Council*

Personnel: 7 Cubs - 6 Holding cards with pictures of the inventions.

Cubmaster: This month's theme is "Invention Convention". And we've something to tell you about some genius inventors.

Cub # 1: G is for Gutenberg invented the moveable type for printing, so that now we can have books, papers and magazines to read.

Cub # 2: E is for Edison gave us many electrical ideas, but perhaps his greatest was the light bulb to help light up our world.

Cub # 3: N is for Newton discovered gravity and worked with electricity.

Cub # 4: I is for Irving was a genius with his pen. He wrote many stories, which young and old have enjoyed for ages.

Cub # 5: U is for Urey made his discoveries in chemistry and nuclear power, which will be used for many generations.

Cub # 6: The "S" stands for "Scouting," which helps every boy develop genius in his very own way.

Cubmaster: Now let us salute the genius that is in every boy by standing and saying our pledge to the flag of our country.

Space Derby Opening*Kommissioner Karl*

Each boy has a letter on a sign, with their part written on the back in LARGE print.

Cub # 1: Derby races are a lot of fun.

Cub # 2: Everyone working to make the Space Derby Run.

Cub # 3: Races will be held right here today.

Cub # 4: Boys and parents hoping they built theirs O.K.

Cub # 5: Yearning to win a race or two.

Cub # 6: Thinking about the competitions we must go through.

Cub # 7: In just a short while the races will begin.

Cub # 8: May all the very best entries win.

Cub # 9: Everybody now please rise as the Pledge to our Flag we say.

Cub # 10: *(After the Pledge)* I declare Pack _____'s Space Derby underway.

**PACK AND DEN
ACTIVITIES****Genius Kits**

One of the suggestions for this theme is to give Scouts a Genius Kit and have them build something. Here are a few ideas for Genius kits I found on the Web and in Pow Wow Book. Don't get hung up in the specifics – make the contents fun, use your imagination. This is a perfect project for the boys to use their imagination and satisfy their desire to make something that does something as Bill Smith, the Roundtable Guy says. CD

*York-Adams Council**From February 2003 Baloo's Bugle*

I can't imagine that anyone hasn't at least seen a description of the Genius Kit activity, but for those that haven't I am including my description here. And for those that have never done a Genius Kit activity, you are really missing out on one of the most incredible, eye-opening activities you could possibly imagine. We run one of these activities at least every couple years because they are always fun and the results are never the same.

What is a Genius Kit?

Well it's a group of 20 or more odds and ends thrown together into a container and given to a boy to turn into something. (Variations include letting the boys pick their own items from a large open container, but again, the items are odds and ends.)

What is the purpose of the Genius Kit activity?

The object is to let the kids use their imaginations to come up with some of the most unbelievable creations from the junk they have. You will be amazed at the results!

How do you run a Genius Kit activity?

I have seen them run two different ways. First, as said above, is to give the kids a chance to pick their own items from a general junk bin and then let them work on making their creations. The other way is to give each boy an identical Genius Kit and have each one come up with his own creation. We also apply rules depending on how we are running the event. For example, when we've given the boys all the same items, we've said no painting and only the materials supplied and clear glue can be used. This keeps them from adding to their creations beyond the "level playing field."

Finally, this activity doesn't lend itself to a large group setting. The hot glue and white glue can end up everywhere and might hurt someone. If you want to incorporate it into the Pack Meeting, have the boys work on them at home and bring them in for display and judging. (This is just my opinion.)

How do you judge the Genius Kits?

For either "method," we try to have enough categories that virtually all of the creations get ribbons. It isn't easy for the judges, let me tell you. Your best bet is to make sure you have ribbons or certificates for all participants and then you can come up with some Top Prizes.

Baltimore Area Council

For a Pack meeting idea have a "Genius Night". This theme is designed to challenge the creative imaginations of parents and sons. In preparation for the Pack meeting, parent-son teams are each given a bag of identical scrap objects. The object is to see which team can "dream-up" & build the most unusual "invention" - making the best use of the parts. At the previous Pack meeting, distribute the materials and explain the rules for the subsequent Pack meeting. A committee should have collected the materials ahead of time (enough for every Scout to have an identical set of parts).

Suggested items:

1 piece of cloth (12x18 inches)	1 golf tee
4 ice cream sticks	12-inch piece of <u> </u> -inch dowel
4 corks	12 tacks
1 board, 1x6x10 inches	8 nails, 1-inch long
1 small tube of glue	4 feet of string
1 No. 2 can	1 wire coat hanger
6 pipe cleaners	2 empty thread spools

Rules:

- ✓ Bring parent & genius construction to the Pack meeting
- ✓ Use only the materials found in the kit bag. You do not have to use everything, but cannot add anything
- ✓ You make cut the parts into pieces as you want

- ✓ You may use hand-tools (drill, knife, saw, hammer, sandpaper, or any other tool)
- ✓ Use lots of imagination and have fun!

Genius Night with a Shut-in Friend

Plan a special night with an adopted shut-in and other residents in a care center. Have the boys collect things for a gigantic genius kit. You will not need multiples of each item, just a large variety of "things". Try to include yarn buttons, material scraps, seeds, scrap wood, straws, old wheels from broken toys, macaroni, paper bags, lids, twigs, paper clips, etc. The more stuff the more fun you'll have. Don't forget to take along hammers, nails, glue, scissors, needles, thread and large pieces of cardboard. Now take your "genius kit" and Cub Scouts for a visit to the care center.

Divide the boys into groups of two to work with each group of adults. Each group then creates something from all the items you have brought. After all the groups are done with their projects, take a picture of the project and the genius makers. If possible, have a Polaroid, if not, be sure to go back with the developed pictures. Take a lot of pictures, enough so the boys can each have one and the adults can each have one.

Pack 326, Los Alamos, NM

<http://www.losalamos.com/bsa/pack326/>

YOUR TASK: Create a never-seen-before Genius Kit Invention using the rules below.

Rules for Genius Kits

- ✓ Your parents or other adults may help with hints and suggestions, but it should be your project.
- ✓ Bring your Genius Kit project and your adult helpers to the Pack meeting.
- ✓ Be prepared to explain to the judges what it is and how you made it. Each den will have a display table.
- ✓ Use only those materials listed below in Contents of your Genius Kit and Optional Extras.
- ✓ You don't have to use everything, but you cannot add anything else.
- ✓ Cut them or shape them any way you like. Use any tools you want. (**Please do not use power tools without a parent's permission**).
- ✓ Use your imagination and have fun.

Contents of your Genius Kit

2 plastic cups	1 clothes-pin (keeping the bag closed)
2 balloons	1 slime-colored, brick-shaped block
2 flexible straws	1 spark doodad (without a spark)
1 green sphere	1 flat, rectangular mesh
4 shiny pipe cleaners	2 wooden Popsicle sticks
2 paperclips	

Optional Extras

- ✓ You may use the bag if you wish
- ✓ In addition to the Genius Kit items, you may use: Glue, Tape, String or Wire, provided that the final Invention does not have more of these extras than the original items in the Genius Kit.
- ✓ The project may be mounted on a piece of Cardboard or Board no larger than an 8 __ x 11 __ size piece of paper.

*A posting on Scouts-L by
Barb at Creighton University*

This is similar to Baltimore's but there are differences. CD

Here's one we've used with success:

Sometime during the month, each Cub Scout is given a "genius kit" which is a sack of odds and ends. The results are up to the boys' imaginations. They can build something useful, decorative, silly or solemn. No matter how they turn out, the boys' creations will be full of fun!

Here's an idea for contents

- | | |
|--------------------------|--------------------|
| 12" x 18" piece of cloth | 1 can |
| 12" piece of <" dowel | 1 wire coat hanger |
| 1 board, 1"x6"x10" | 6 pipe cleaners |
| 8 nails, 1" long | 2 spools |
| 1 small tube of glue | 4 corks |
| 4' string | 12 tacks |
| 4 ice cream sticks | 1 golf tee |

Rules:

1. A parent may help you with your creation.
2. Use only materials from the list; you don't have to use all items.
3. You may cut the board, string, cloth, etc. as so desired.
4. You may use a saw, hammer, jackknife, sandpaper, drill or other tool.
5. Use your imagination, have fun and bring creation to pack meeting!

*Southern NJ Council
1992 Pow Wow Book*

Genius Kits are used by boys and parents to assemble any contraption or artistic display the boys can think of, using assorted scrap materials in the kit. The kit is simply a collection of odds and ends. The kits must have identical materials for each Cub Scout.

It is designed to encourage creativity. Its also aimed at bringing parent and son closer together by having them work cooperatively on the major project of the month - making something from a "Genius Kit". Work on the genius kit should not be done in the den or home. This is supposed to be a parent-and-son project at home. They are displayed at the month's pack meeting and judged.

Suggested categories:

- | | |
|-----------------|------------------|
| Most Ingenious | Best Workmanship |
| Most Unusual | Most Useful |
| Most Original | Best Invention |
| Most Uncommon | Most Creative |
| Most Scientific | Funniest |
| Largest | Smallest |

Use all categories or as many as suits your needs. Don't like these?? Make up your own. Keep in mind, the more categories, the more boys you are able to recognize.

Promote parent participation by selecting a kit committee to decide on articles to be included in the genius kit and to secure them, bag them, and arrange for distribution to the boys and fathers. Select a judging committee to obtain ribbons or make certificates for all entrants. If possible it would be best to have judges from outside the pack.

Suggested items for genius kits:

- | | |
|----------------------|------------------------|
| 2 wrap wood blocks | 3 pieces scrap leather |
| 1 coat hanger | 1 foot of rope |
| 4 feet string | 6 nails |
| 3 nuts | 4 buttons |
| 4 spools | 12 tacks |
| 6 pipe cleaners | 3 pieces sponge rubber |
| 6 assorted corks | 8 peanuts |
| 2 screws | 3 pieces scrap cloth |
| 12 beads | 1 tin can |
| 4 pieces craft strip | 1 tube of glue |

Rules for this lad-and-parent Cub Scout invention:

1. Bring your parent and invention to pack meeting.
2. You don't have to use everything in kit, but you can't add anything.
3. You may cut the boards, cloth, wire, spools, etc. as needed into as many pieces as you like.
4. You may use saw, hammer, jackknife, sandpaper, drill, or any other tool.
5. Use your imagination and have fun.

The dens can research some modern day inventors and their inventions. The Denner can give a report about the inventor at the pack meeting.

Awards can be diplomas with a light bulb that lights up when it is time for an award.

Judging the genius creations can be the final item of the evening. Make large pin-on cardboard light bulbs for the winners and questions marks for all who tried

Genius Kit from BSA

I hesitate to put this out here, but BSA Supply Division does sell a Genius Kit. Here is the description. Remember – Leadership by example - If we want the boys to use their imaginations, we should use ours in designing the kit and its contents. CD

Fun-filled craft kit includes enough pieces for eight Scouts to create almost anything! Includes eight 1" and eight " wooden spools; eight balloons; 24 pipe cleaners; 16 wiggle eyes; 24 poms; 24 plumes; four 9" x 12" sheets of foam; 16 bells; 10 yards of gold elastic cord; wax; and an idea sheet. Great for den meetings. **WW7540 \$9.00**

Super Sparker

Longhorn Council

Supplies:

Clean Styrofoam tray from your supermarket, Scissors, masking tape, aluminum pie tin
Cut a piece off one corner of the Styrofoam tray, as the picture shows. You'll have a long bent piece that looks a little like a hockey stick.



Tape the bent piece to the center of the pie tin. Now you have a handle!

Rub the bottom of the Styrofoam tray on your hair. Rub it all over, really fast.



Put the tray upside down on a table or on the floor.
 Use the handle to pick up the pie tin. Hold it about a foot over the Styrofoam tray and drop it.
 Now, very slowly, touch the tip of your finger to the pie tin. Wow! What a spark! (Be careful. Don't touch the Styrofoam tray. If you do, you won't get a spark!)



Use the handle to pick up the pie tin again. Touch the tin with the tip of your finger. Wow! You get another spark.
 Drop the pie tin onto the Styrofoam tray again. Touch the pie tin. Another spark! Use the handle to pick up the pie tin. More sparks!
 You can do this over and over for a long time. If the pie tin stops giving you a spark, just rub the Styrofoam tray on your hair again, and start over.

Sparks in the dark.....

Try using your Super Sparker in the dark. Can you see the tiny lightning bolts you make? What color are they?

What's going on? What makes the Super Spark spark?
 When you rub Styrofoam on your hair, you pull electrons off your hair and pile them up on the Styrofoam. When you put an aluminum pie tin on the Styrofoam, the electrons on the Styrofoam pull on the electrons. Some of the electrons in metals are free electrons—they can move around inside the metal. These free electrons try to move as far away from the Styrofoam as they can. When you touch the pie tin, those free electrons leap to your hand, making a spark.

What does all this have to do with lightning?
 The lightning bolt is a dramatic example of static electricity in action. You see lightning when a spark of moving electrons races up or down between a cloud and the ground (or between two clouds). The moving electrons bump into air molecules along the way, heating them to a temperature five times hotter than the surface of the sun. This hot air expands as a supersonic shock wave, which you hear as thunder.

Rock Tester

Longhorn Council

How do geologists identify their specimens? This is one way. It is best to do this experiment in a sink or basin. Vinegar may be substituted for the lemon juice.

What to do: Pour the lemon juice over the rocks.

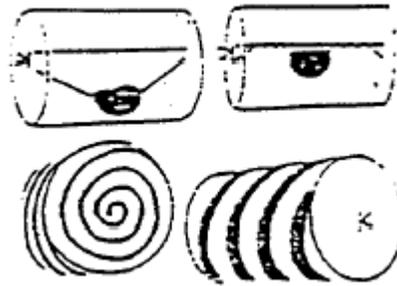
What happens: The liquid bubbles on some, but not on others.

Why: When the lemon juice bubbles, the rock sample is either limestone or marble. Limestone, a sedimentary rock formed under water from mud and silt, contains a carbonate form of calcium, an alkaline earth metal. When you add the lemon (an acid) to the alkaline of the limestone, it forms

carbon dioxide. That makes the liquid bubble up, just as pancakes and cakes puff up when you add baking soda to the batter. Actually, baking soda can be made from limestone. Marble is a rock formed under great heat and pressure from limestone. It reacts to acid just as limestone does. You get similar results if you add lemon juice to chalk, because it, too, is made of limestone.

Returning Drum

Baltimore Area Council

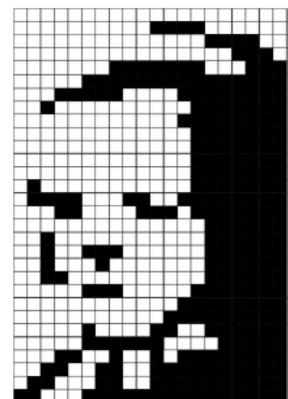
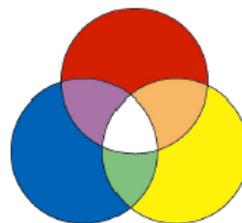


Make a drum from a large cylinder of cardboard or find a large cocoa tin. Make two holes in the middle of each end. Thread a length of string through it. Weight one section with a lump of plastic clay. Pull the string until the clay is just clear of the side and the other section of string is taut. Tie the string and cut off the ends. Decorate the drum with a spiral of tape. Stick a disc of paper over each end and draw spirals on them. Gently roll the drum away from you to wind up the string, and it will stop and return to your hand.

Digital Images

Great Salt Lake Council

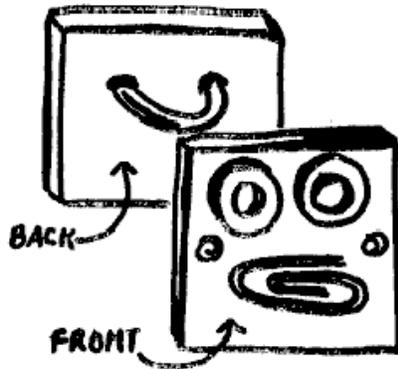
Many modern printers and computer screens create images made of dots. Using three flashlights and a graph, show how this is done. You will need red, yellow and blue transparent cellophane and three flashlights. Attach a piece of cellophane over the end of each flashlight. Shine the flashlights onto a piece of white cardstock, in a darkened room. You will be able to see the three primary colors. Position the flashlights so that the three circles of colored light overlap in a cloverleaf pattern. Overlapping colors mix to give new colors.



To see how an image is broken down into a digital image you will need, a ruler, tracing paper, photograph, black felt pen. Measure lines 1/4 in. apart to cover the tracing paper in squares. (Place graph paper under the tracing paper and copy the lines) Put the paper over the photograph. Use the

pen to fill each dark square. Leave each light square white. The digitized image contains less detail than the original photo. You could increase the detail by using a greater number of smaller squares.

Invention Neckerchief Slide
Baltimore Area Council



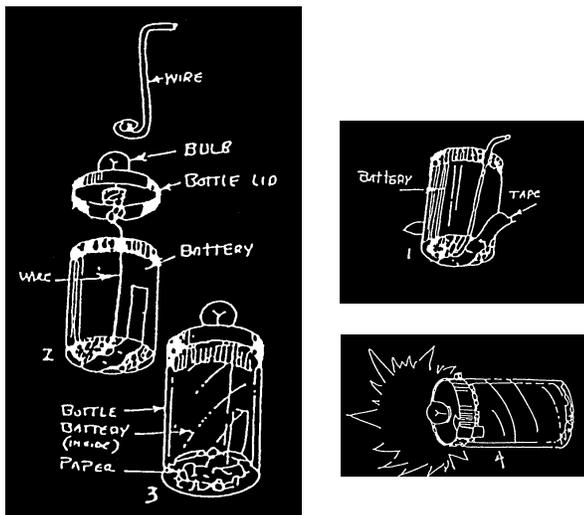
Materials:

Bag of many small items
small block of wood (size appropriate for slide)
cable staple $\frac{5}{8}$ " x $1\frac{1}{8}$ "

Give each boy a bag of small items; screws, pipe-cleaners, nails, felt, construction paper, washers, paper clips, etc. Hammer the cable staple in the back of the block of wood. Let the boys' imaginations loose and see what they can do with their invention neckerchief slides.

Do-It-Yourself Flashlight
Circle Ten Council

A perfect boy's project - I remember being excited when I built a flashlight that worked. CD



Materials: Flashlight battery, a bulb (#222), a plastic pillbox with a flexible lid, and some insulated wire.

The pillbox should be large enough for the battery and bulb base to fit inside it. Choose wire that can be bent easily, and have a supply of adhesive tape on hand.

Scrape the insulation from one end of your wire and form into a flat coil. Attach the coil to the bottom of the battery with adhesive tape.

Next cut an opening in the center of the plastic bottle lid, large enough for the base of your bulb to fit through. Push the base of the bulb through hole at the top of the lid.

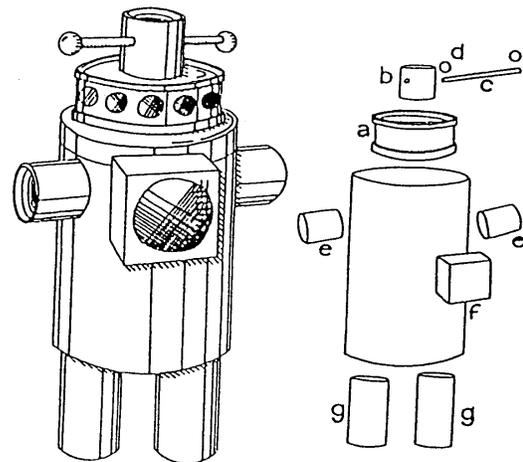
Now scrape the other end of the wire and wind it around the sides of the base with a small piece of tape.

Crumple small pieces of paper. Place enough of this into the bottom of the bottle so that when the battery is inserted and the lid in tightly in place, the bottom of the bulb will just make contact with the raised center top of the battery.

Hinge one side of your lid to the bottle with tape. When the bottle is closed, your bulb will light. To shut off your flashlight, flip up the lid with your fingers. When not in use, make sure that you flip the lid up completely so that there is no battery contact. Otherwise, your battery will run down.

This light creates a dim glow. If you want it to be brighter use more batteries. If you wish, cover the outside of flashlight with decorative paper or plastic.

ODDS AND ENDS ROBOT
Circle Ten Council



Materials:

Oatmeal box 2 beads Tuna fish can
2 cardboard tubes from inside rolls of paper towels
Pencil Liquid white glue Poster paints
Waxed-paper towels Straw
Crayons or colored felt-tipped markers Watercolor brush

Let's begin:

1. Remove the lid from a tuna fish can.
2. Glue the can to the top of an oatmeal box, open side down, Fig. A
3. Cut one of the cardboard tubes in three equal parts.
4. Punch a hold with a sharp pencil completely through the center of one of the tube sections. You can use a paper punch.
5. Glue this tube to the top of the tuna can. Fig. B.
6. Push a straw through both ends of the tube. Fig. C.
7. Glue a bead to both ends of the straw, Fig. D
8. Glue the other two sections of the cut tube to the oatmeal box, close to the top. Fig. E.
9. Cut off one end of an empty waxed-paper box.
10. Glue the waxed-paper box section to the front of the oatmeal box. Fig. F.

11. Cut the other cardboard tube into two equal parts.
12. Glue both parts of the tube to the bottom of the oatmeal box. Fig. G.
13. Paint the robot with gray poster paint.
14. Paint red circles on the tuna fish can, and blue circles on the front of the box.

Periscope
Longhorn Council

Materials:

Large shoe box
2 strips of cardboard 1 1/2" wide
Optional: Markers or paint

2 pocket mirrors
Heavy-duty tape

Instructions:

- ✓ Cut out rectangular windows at opposite ends of the box's long sides.
- ✓ Place the box on a flat surface and lean the mirrors across the corners opposite each window.
- ✓ Make cardboard hinges and attach the mirrors.
- ✓ Use the 2 strips of cardboard, Glue the back of a mirror to the center of each strip.
- ✓ After the glue dries, fold back the end tabs of the strips and apply more glue.
- ✓ Adjust the angles of the mirrors until you can look in one window of the periscope and see clearly out of the other.
- ✓ Then press the end tabs down firmly and let dry.
- ✓ After the mirrors are securely in place, be sure to take a sneak preview before taping the lid on the box.
- ✓ *Optional: The box may be decorated before putting in the mirrors.*

Balloon Launcher
Longhorn Council

Supplies:

Scissors, glue, round balloon
plastic lid from cottage cheese container,
push-pull squirt cap from a bottle,

Instructions:

- ✓ Cut a hole, 1/2 inch in diameter, in the center of the plastic lid.
- ✓ Center the push-pull cap over the hole and glue it to the lid, with the lid's writing face up. Use enough glue so that no air spaces are left between the plastic surface of the cap and the plastic of the lid.
- ✓ Let dry completely.
- ✓ Blow up a round balloon and slip the opening of the balloon over the opening on the closed squirt cap.
- ✓ Place the device on a smooth surface, such as a table top, or you can launch it in water.
- ✓ Lift the squirt cap opening so that the air escapes from the balloon. Your balloon launcher will glide effortlessly.

Charcoal Crystals
Longhorn Council

Supplies needed per boy:

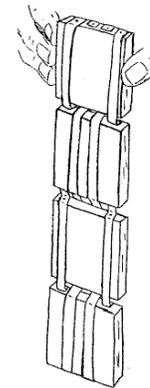
1 charcoal briquette, 1 clay pot fragment, 1 bowl
4 tablespoons non-iodized salt, 1 tablespoon ammonia,

4 tablespoons liquid bluing, 4 tablespoons water.

Instructions:

- ✓ Place the charcoal briquette and clay pot fragment into the bowl.
- ✓ Mix the non-iodized salt, ammonia, liquid bluing, and water.
- ✓ Stir till salt is partially dissolved.
- ✓ Spoon this into the bowls making sure some salt falls over the charcoal and the clay.
- ✓ Put drops of food coloring (different colors) on various parts of the garden.
- ✓ Leave it several days and crystals will form.

Somersault Clatter Blocks
Baltimore Area Council



For this project smoothly sanded blocks and a package of twill tape are needed. Any number of blocks may be used, but it seems to work best with between four and seven (four seem to work well for cubs to manage). Length of blocks is to be 2", and width may be the same or may be narrower. A large yardstick will work well (1" wide by 1/2" thick). Loosely weave two outer tapes around blocks as shown, stapling tape at top of each block (very small nails can be used instead). Then weave a double center tape through blocks in the reverse direction, stapling at the bottom of blocks. Grasp end block, tilt forward and back, and blocks somersault down tapes.

Handy Sandy

Here is a gift that will be appreciated by any car owner during the winter months.

Materials needed:

Sand
Funnel

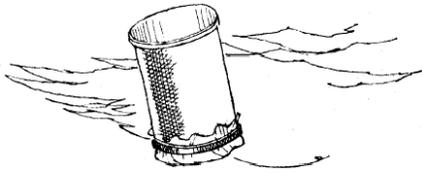
Paint
Baby powder box or Salt box

To assemble:

- ✓ First thoroughly dry about a pint of sand (heat in oven, if necessary).
- ✓ Then paint and decorate any box or carton that has access for filling and a pouring spout or sprinkler top, such as a baby powder box or salt box. While you can pry off the cover of the powder box for filling, you will need a funnel for filling the salt box.
- ✓ When painting the box, do not paint the area under the lid, or it will be difficult to get the lid off and on.
- ✓ Fill the container with sand and add a little verse on your card such as:

When wheels won't move in slush,
 A helper would be dandy;
 Don't race your motor in a rush,
 Just use this Handy Sandy!

Simple Waterscope
Baltimore Area Council



Cut out the ends of a half-gallon can and slip a clear plastic bag over one end. Hold the bag in place with heavy rubber bands. Put the closed end below the surface of the water for a clear view.

AUDIENCE PARTICIPATIONS

Egbert the Boy Inventor
Baltimore Area Council

This stunt can be used as a pastime for small groups, an audience participation stunt or worked into a skit, adding props if you wish. Divide the group into eight sections and assign one sound to each. As the story is read, the appropriate sound is made after each of the following words:

- | | |
|--|------------------------|
| Polish - Bubble, Bubble | Brushes - Stamp feet |
| Whistle - Whistle | Hinge - Squeak, Squeak |
| Motor - Clicketa, Clacketa, | Spring - Boing-g-g |
| Gears - Clap Hands Together | Buzzer - Buzz, Buzz |
| Machine - All Sounds Together Twice | |

Everyone in town knew about Egbert! Egbert, the boy inventor of Brainsville. Afternoon after afternoon, while the other boys were out playing football or baseball, Egbert was in his basement working out the details of some new invention. Egbert did have one thing in common with the other boys, however he hated to shine his shoes! And so his latest contraption was to be a shoe shine MACHINE.

First of all, Egbert mixed some water, some wax and some dye in a flask and boiled it to make the POLISH. From the flask, he arranged a glass tube with a device at the top that would WHISTLE when the mixture was ready. He set up a small MOTOR and fitted it with an arrangement of GEARS. These turned two BRUSHES, a glass tube was connected with a valve and HINGE, that opened to drip the POLISH. A SPRING kept them in position over the place where the shoes would be fastened. As a final touch, Egbert added a BUZZER, which would sound when the shoes were completely shined.

When everything was assembled, Egbert looked at his MACHINE with satisfaction. The POLISH was boiling and the WHISTLE sang out loud and clear. The MOTOR hummed smoothly, the BRUSHES revolved and the SPRING held fast. Only the GEARS were a little noisy and the HINGE squeaked, but there were minor matters. The BUZZER control looked good.

Egbert disconnected the plug, ran upstairs and brought down his dirtiest pair of oxfords. Full of confidence, he clamped them under his contraption and plugged in the electricity. For a moment, everything ran beautifully and he beamed at his MACHINE. And then, disaster struck! In his excitement, Egbert had neglected to remove the shoe strings and one of them became twisted in the revolving BRUSHES. Across the room flew the SPRING. The GEARS jammed as they chewed up the shoes, making the MOTOR burn out with a loud splitting sound. The whole liquid assembly shuddered. The HINGE stayed open and the POLISH shot out all over Egbert. For some strange reason, only the WHISTLE and the BUZZER, continued to sound alternately--WHISTLE, BUZZER, WHISTLE, BUZZER, until poor Egbert's genius brain practically rattled. He looked around at the mess and promptly fainted. It was not one of Egbert's most successful MACHINES!

Norman the Genius
Baltimore Area Council

Instead of assigning parts for this one, why not try it with everyone doing all the parts?? CD

- | | |
|---------|---------------------------|
| NORMAN: | Oh, My (raise both hands) |
| GENIUS: | All clap and cheer |
| RIGHT: | This (raise right hand) |
| LEFT: | That (raise left hand) |
| THIS: | Right (raise right hand) |
| THAT: | Left (raise left hand) |

This is the story of NORMAN, a boy who wanted very much to be a GENIUS. But no matter how hard he tried, it just didn't work out. You see, NORMAN had a problem -- he could not tell RIGHT from LEFT.

At school, the teacher would say, "When you know the answer, raise your RIGHT hand". By the time NORMAN figured which hand was which, it was too late. At home, it was the same. It was "NORMAN, you have your LEFT shoe on your RIGHT foot."

Things weren't any better outside. In football, they'd send him in at LEFT end and he'd be RIGHT. In baseball, they'd yell, NORMAN, move to your LEFT". He'd move to the RIGHT. Poor NORMAN. No matter what he did, it wasn't RIGHT. Or LEFT, but NORMAN was determined. Finally, he figured out what to do. He'd call it THIS and THAT. This for RIGHT and THAT for LEFT. Somehow, it all seemed easier. And in no time, he had it down pat.

One day, while NORMAN was home alone, a burglar forced his way in. NORMAN was frightened. The burglar asked where his mother's jewels and furs were. NORMAN said, "In the closet". But when the burglar said, "Which was is THAT?" NORMAN, of course answered, LEFT. The burglar followed these instructions and found himself in the kitchen. Being smart burglar, he said, "THIS isn't RIGHT". And NORMAN said "Oh yes it is-- but you asked for THAT." The burglar became angry and said, "now listen, I asked where the closet is, do you understand THAT?" NORMAN answered, "Oh yes, THAT is LEFT." The burglar said, "THIS is enough!" And NORMAN said, "Oh not, THIS is RIGHT." Exasperated, the burglar said, "Oh, forget it. Just tell me where the closet is." And NORMAN

said, "Turn THIS". But, naturally, the burglar misunderstood and turned the knob on the door in front of him and plunged headlong down the basement stairs.

Just then, NORMAN'S parents came home, and when he told them what had happened, his father said the words he'd been waiting so very, very long to hear, NORMAN, you're a GENIUS!

The Vision Problem

Longhorn Council

Divide the audience into four sections and assign each a sound. Practice as you assign parts.

MURRAY: Blink, blink. Squint, squint.
 WESLEY: Snicker, snicker.
 GLASSES: I can see!
 CARD: Home run!

MURRAY Mole was excited because he was finally going to buy a genuine Mickey Mandrill rookie CARD from WESLEY Weasel. All his life MURRAY had saved for this baseball CARD, and today he was finally going to get one! Before getting out of bed, MURRAY put on his GLASSES. Being a mole, MURRAY's eyes were weak and he needed GLASSES to see the slightest distance ahead. Even with his GLASSES, MURRAY was a bit unfocused, but at least the GLASSES helped.

After getting dressed MURRAY gathered up his savings and hurried to WESLEY's. "Can I see the card now?" MURRAY asked. "Did you bring the money?" WESLEY demanded. When MURRAY said yes, WESLEY brought him inside. "Wouldn't you like a nice glass of water first?" WESLEY asked. "Okay." shrugged MURRAY. WESLEY went into the kitchen and came back with a big glass of water. As he approached MURRAY, WESLEY tripped and spilled the water all over MURRAY. "I'm so sorry." said WESLEY. As he tried to wipe up the water, WESLEY knocked off MURRAY's GLASSES.

The GLASSES fell to the floor, and WESLEY kicked them under the table to hide them. "Oh, no!" MURRAY cried. "Now I won't be able to see the CARD, and I need to make sure it is the real thing!" WESLEY sadly shook his head. "Would I sell you a phony card? Here, see for yourself". WESLEY handed a CARD to MURRAY. It felt like the right size and weight, but without his GLASSES, MURRAY couldn't see what was printed on the CARD. "You'd better hurry up and decide. Bubba Bear will buy this CARD if you won't take it. MURRAY swallowed hard. He felt very hot. "Can I have another drink of water first?" WESLEY shrugged and went to the kitchen.

When the weasel returned, MURRAY was still squinting, but he had a big smile. "I thought of a way I can examine this CARD before I buy it," MURRAY said. WESLEY grumbled unhappily as MURRAY discovered he had almost bought a fake card.

Follow Up Question –

Can you tell me how Murray examined the card without his glasses?

He looked at the card through the glass of water, which worked like a magnifying glass.

ADVANCEMENT CEREMONIES

Computer Award Ceremony

Great Salt Lake Council

Preparation:

- (1) Decorate a large box that someone can sit in, or a card table with a hole in the middle (word of caution - ask wife before cutting hole in table.)
- (2) Place a box decorated like a computer on top.

Narration:

Did you know that a Utah native by the name of Philo Farnsworth invented the first television? (*or substitute a famous inventor from your state – Thomas Edison of New Jersey, The Wright Brothers in Ohio*) All of us can't be geniuses and invent things that change the lives of others; but we can all decide to be a light to our families, our county, our state and community by doing good deeds.

Presentation:

Cubmaster apologizes for not picking up awards then says, "Let's see if the computer can figure it out."

Have the boy come up with his parents.

Put a card into the computer with boy's name.

The computer lights flash, bells ring, and then it spits out the awards.

Tell the things that he has done to earn the awards.

Present the awards to the boy's parents.

And have him pin his mother with her mother's pin.

After all the awards have been given out in a like manner, have fun with the computer. Here are a few ideas:

1. Put in a parent's name, the computer shakes, grinds, then sends out a long tape that says DOES NOT COMPUTE.
2. Feed in a package of seeds - a plant comes out.
3. Put in a stick - finished wood item comes out.
4. Put in a candy bar - out comes a wrapper.
5. Put in a broccoli - which comes out intact untouched.
6. Put in a card - nothing happens. Kick side of computer – out comes a tilt card.

Invention Convention Advancement

Baltimore Area Council

Equipment: Box made up to look like a computer, large cards with Bobcat, Wolf, Etc. on them, awards.

Cubmaster: In keeping with our theme of "Invention Convention," I would like to unveil my latest invention. (Uncover or bring in Computer.) This amazing device is able to collect all the information that comes in from our Pack Committee Members, Den Leaders, Webelos Den Leaders and Parents. It can then determine which Cub Scouts and Webelos Scouts are eligible for which awards. Allow me to demonstrate.

(Hold up Bobcat card. Insert into slot in machine. Pick up pre-positioned Bobcat awards from rear of box.)

Will (name) and his parents please come forward? (Present awards).

(Follow similar procedures for awards of Wolf, Bear, Arrow Points and Webelos Badge and Activity Awards.)

(Hold up Arrow of Light card. Insert into machine. Call for Arrow of Light recipient).

These young men may or may not be real inventors, but they have shown the truth of the old saying that ninety percent of success is perspiration. They have worked long and hard, some as long as three years, to achieve their goal. What they built was not a better mousetrap, but something far more valuable to the world today, better young men. In recognition of this achievement, we present them with an award that is so highly thought of that it is the only Cub Scout badge that can be worn on all other Scout uniforms. (Present awards) I want to congratulate all of you and your parents. The whole Pack is proud of your accomplishments and we're sure you will continue to "Do Your Best."

Computer Communication

Circle Ten Council

Cubmaster comes on stage and pints to a computer in which the Assistant Cubmaster is located.

Cubmaster: In today's world the most important communication is electronic communication. Without the use of computers in electronic communication, your telephone would not work, the financial systems of the world from the banks to the stock market would be in chaos, and air traffic could not be safely and efficiently handled. Because of the use of computers, we can instantly have access to information and documents from around the world.

Today we will use our pack computer to inform us of any awards our Cubs may have this month.

Computer, do we have any Cubs tonight who are ready to be advanced to the rank of Tiger?

Computer: Yes, the following Tigers _____ (name the Tigers) are ready to advance.

Cubmaster: Will those Tigers please escort their parents to the front. Computer, what did these Tigers do to earn the rank of Tiger?

Computer: *[Reads the requirements of advancement to Tiger rank.]*

Cubmaster: Present awards to mother to give to Tigers.
Proceeds to do the same for each of the ranks.

The Wheel - Advancement Ceremony

Baltimore Area Council

Personnel: Asst Cubmaster (ACM), Cubmaster (CM)

ACM: While pushing a wheelbarrow decorated in blue and gold and, optionally, dressed as a caveman he says, "Hey you guys! Look what I invented!"

CM: "What are you going to do with it?"

ACM: "Well, uh, I don't know, but it sure is fun and easy to push around!"

CM: "Hey I've got an idea. Will the parents of (new Cub Scout) and his Den Leader please come forward? Great! Parents this is (Den Leader's Name) who will be working with your boy. Will you please stand close together in a row.

ACM brings in new Cub Scout in the wheel invention.

CM: "Thank you, now push him behind this line of people and I will invent a Cub Scout. *(While boy is*

behind the row of parent the Den leader, CM and ACM put the boy in a uniform and neckerchief. When he appears the boy is now a Cub Scout.)

CM: "Using this wheel invention, I have invented a Cub Scout." *(He then welcomes boy to the Pack and awards him his Bobcat badge, if earned.)*

Other rank advancements could be done the same way. While behind the line of people neckerchiefs are exchanged.

Other awards - Arrow Points, Activity badges, etc. could be awarded from the wheelbarrow.

Light Through the Ages

Baltimore Area Council

Props: Artificial campfire, kerosene lantern, shallow dish with wick and oil, regular electric lamp, candle in self-contained holder

Setting: Items on separate small tables in front of room, place awards at each station.

Cubmaster: Cub Scouting is a way of life. Let's compare Cub Scouting with "artificial light" a good representation of the product of many geniuses. (Lights out. Turn on artificial campfire.)

When man discovered fire, he also discovered lighting. His campfire and burning knots were his first artificial light. In Cub Scouting the first light is BOBCAT. (Lights wick in dish.)

Light progresses and the boy progresses. Someone discovered that a rag in animal fat makes a better and more lasting light. Our boy becomes a WOLF and the lasting light compares with the ARROW POINTS he can earn. (Light the candle.)

Lights are getting bigger and better. Our boy is growing. We can mold animal fat around a string and get a better light. We can mold a boy and get a BEAR. (Light the kerosene lantern)

Petroleum was discovered in this country, and the kerosene lamp was developed. Now we have a better light and WEBELOS. (Light the electric lamp)

Thomas Edison put two wires in a vacuum tube and watched them glow in light. Our boys are prepared to become SCOUTS.

At this point, turn on room lights and the actual awards are presented by calling each group of boys and their parents forward to the appropriate table. Boys and parents may remain standing behind each table until all awards are presented.

Cubmaster: Any genius will tell you that he is absolutely useless without a greater power. We, as Akela's for these boys, are a guiding light toward the great power that lies in darkness in their minds. We congratulate these Scouts for coming out of the darkness and growing brighter at each Scouting function. As they grow, so does the world.

Puzzling Advancement*Circle Ten Council*

Materials: A large piece of cardboard with a picture of a Cub Scout, cut out in a jig-saw style.

Cubmaster starts with "This evening we have several boys who have completed the puzzle of achievements and electives so they may advance in rank."

Will Tiger _____ (name of Tiger) and his parents come forward? (Give each a piece of the large puzzle.)

Continue in the same way for the Bobcats, Wolves, Bears, and Webelos, giving everyone a piece of the jig-saw puzzle.

After all the awards are presented, have the boys and parents put the jig-saw puzzle together

End by saying - By working together we can fit all the pieces of the Cub Scout puzzle together to make a complete picture of Cub Scouting and the youth of America.

GAMES**Crossed and Uncrossed***Circle Ten Council*

Do NOT give away the gimmick (Leg position), make the Scouts earn it. CD

Players are seated in a circle. Begin the game by passing the sticks to the boy on your right saying, "I pass these crossed" or "I pass these uncrossed" depending on whether or not your legs are crossed, not the sticks (crossing and uncrossing the sticks on each hand off adds to the confusion and fun of the game) The boy receiving the sticks says, "I receive these uncrossed sticks, I pass them crossed." Again according to the position of his legs. On each pass, say whether the boy is right or wrong in his statement. Keep playing until all players catch on. (You may want to coach one or two boys before hand.)

INVENTION Scramble Relay*Longhorn Council*

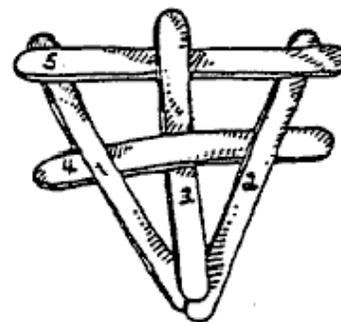
Write the letters INVENTION on separate pieces of paper, make two sets of them.

Divide into 2 teams. On signal the, 1st one of each team races to where the cards are all scrambled. He picks up any letter from the pile and the pencil beside it, writes any word beginning with that letter on the paper, then races back to tap the next in line. They all take turns doing this until all the letters have been used. If a boy can't think of a word beginning with his chosen letter, he may choose a different letter not used and write a word for that letter. However, he can't come back and tap the next until he has written a word and the team can't complete the relay until every letter has at least one word written on it. The first team done is declared the winning team.

The boys have lots of fun doing this one and won't realize they are learning the art of quick thinking, learning new words, and teamwork. To make it harder you can require 2 or 3 words on each letter. If the boys want to play it a second time, that might be a good time to make the rules a little tougher.

Progressive Invention Kit*Longhorn Council*

- ✓ This can be a combination of a craft project and game. It can be varied in many ways to suit the needs of your den. It can combine the fun of a game with teamwork, thinking fast and imagination.
- ✓ Give each person 2 or 3 scrap items without telling him what he will be doing with them. The bigger the variety, the better so that they can all pick different things.
- ✓ Divide group into 2 teams. Each team sits around a table or in a circle on the floor. Have items available to each group such as stapler, scissors, glue, tape, hammer, and nails, etc.
- ✓ On signal, player #1, combines his items in some fashion to make a project. After using all his items, he then passes it to the next person, who adds all his items in some way using glue, nails, tape, staples, etc. as needed.
- ✓ This continues around the team until everybody's items have been added and a completed project is in front of them, at the end.
- ✓ When a whistle is blown, the project is done. Then the group takes a few minutes to make a description of their project, giving it a name and tell with it does. Here's where a boy's imagination can create some unbelievable contraptions. The explanations will be shared and are bound to bring a lot of laughs. This could also be done in a den by pairing the boys off to do this if you have an even number of boys thus having more groups competing with each other. At the end of this, everybody should get a genius award of some kind for their participation.

Amazing Flying Machine (Bomb Pops)*Baltimore Area Council*

Materials: 5 Craft sticks (tongue depressors work best)

1. Weave the 5 sticks together as shown.
2. Fly like a Frisbee. The plane "explodes" on contact with the ground or other surfaces.
3. Assemble it again, and have more fun.

Calendar Checkers*Circle Ten Council*

Place a calendar page on the floor. Have the boys stand at least six feet away and take turns tossing 3 checkers onto the calendar page. When everyone has tossed their checkers, have them total up their score. The date they have landed on determines their number of points.

Secret Orders

Circle Ten Council

Divide players into two teams. In turn, each player runs from the starting point to the chair, where he picks up a card, reads the "order" and then fills the order. Ex. shakes hands with every member of your team, crawls through the other boys' legs pretending there is a fire and smoke has filled the room, etc. The second team member then runs and reads his order.

The first team to fill all of its orders wins. The fun is in the "orders". Be creative!

Secret Invisible Ink

Baltimore Area Council

Dip a clean pen into the juice of a lemon, and write your message. To make it appear, heat the paper slowly over a hot light bulb. Milk will also work in place of lemon juice.

Human Machine Company

Baltimore Area Council

Form into groups of 8 - 10. Each one takes on the part of the machine they are as a group. One by one the parts of the machine go together and sounds are added. Example: a car, one is the engine, another the windshield and another the trunk, etc. Use a little imagination and make up your own machines for fun.

The Mad Scientist

Baltimore Area Council

One player is chosen as the Mad Scientist and leaves the room. The rest of the players form a line and hold hands. Then, without letting go of their hands, the line ties itself up by crawling under the arms, through the legs, over the arms, etc. The Mad Scientist then returns and tries to untangle the line without anyone letting go of the others hands.

Paper Airplane Contest

Baltimore Area Council

Give each boy one sheet of paper. Have them design and make airplanes by folding the paper. No other materials may be used. Have a contest judging the planes in one or several categories. Some suggestions are: distance, loops, tricks, or landings, judging the best in each category. It is best to allow the boys to do the judging. Everyone will be a winner!

Newspaper Ad Relay

Baltimore Area Council

Needed for this game are: 2 or more newspapers, folded; a pair of scissors for each newspaper; a list of ads to be cut (one list per team). Place a newspaper and a pair of scissors on a table or the floor 30 feet from the starting line. Divide players into teams (relay formation). Players run to the folded paper, unfold paper, find ad, cut out ad, refold paper and checks ad off list. Player returns to line and next player repeats process and on through the line. First team done, wins.

Genius Balloon Race

Baltimore Area Council

Divide your group into even teams. Set up a goal at the other side of the room. Line your teams up opposite the goal. Give the first person in the line a balloon. Tell them simply that

they must go down to the goal and back carrying the balloon, give it to the next person in line, who does the same thing, on to the last player. The first team to finish with all the players is the winner. What makes this a genius race? Simple -- no one is allowed to touch the balloon with their hands! It takes a genius to figure out how to transport that balloon! One little concession; let the receiving person touch the balloon or they may never pass it from one to another,

YOUR DATA PLEASE

Circle Ten Council

- ✓ Everyone sits in a circle and one player is asked to leave. While that player is out, the group chooses a noun for their data, like shoe or job, to be guessed by the absent player who is the computer operator.
- ✓ When the operator returns, he asks, "Your data please?" to anyone he chooses. That person must respond with a true answer (one word adjectives are sufficient), describing the data that is theirs.
- ✓ For example, if the data (answer) is car, someone might answer, "old" or "expensive." The operator tries to guess the data after each adjective until he guesses correctly.
- ✓ The last player to name an adjective before the correct data is guessed becomes the new computer operator.

SURFING THE INTERNET

Circle Ten Council

- ✓ The players may stand or sit in a circle. One player is "it" and he stands inside the circle trying to discover where the internet is connecting.
- ✓ All of the players are the internet and hold hands as one player, preferably someone standing behind "it" is designated to start the communications going. He squeezes the hand of either the person to his left or right.
- ✓ That player passes it on in any direction by squeezing another's hand in any direction.
- ✓ "It" turns around and watches closely the faces and hands of the players in order to detect the position of the Internet connection. When he guesses correctly, the player caught takes his place.

SONGS

Genius At Work

Circle Ten Council

Tune: Down By the Station

- Out in his workshop (1)
- Early in the morning (2)
- See the brainy Cub Scout (3)
- Busily at work (1)
- Building a computer (1)
- Watch him turn the knobs (4)
- Buzz, buzz, flash, flash (5)
- Does not compute! (6)

Actions:

1. Pound fist of right hand on left hand, as if hammering.
2. Yawn and stretch.
3. Point to head to show brains.
4. Cup right hand and turn in front of body, as if turning knobs.

5. Hold hands over ears while blinking eyes fast.
6. Hold hand on head as if head hurts with an “oh, no” look on face

Cub Scout Inventor

Baltimore Area Council

Tune: Whistle While You Work

Cub Scouts whistle while they work, (Whistle)
They pitch right in and laugh and grin
And they whistle while they work.

Cub Scouts hum a merry tune! (Hum)
They hum all day to work and play,
They hum a merry tune!

Now take these genius kits,
A sack of scraps and gunk,
With paint and glue and nails, a few,
Turn them into priceless junk.

Cub Scouts whistle while they work, (Whistle)
They do their bit, they never quit,
Cub Scouts whistle while they work.

Whacked My Thumb

Baltimore Area Council

tune: The Blue-tail Fly

Chorus:

Whacked my thumb and I don't care
Hurt it bad, But I don't care
Whacked it good, but I don't care
The feelings gone away.

When I was young I went to play
In father's woodshop one fine day.
I took a hammer, some wood and nails
And tried to make some kitchen scales.

I tried to hang a picture frame
Sent to me by dear Aunt Jane
To hang the picture on the wall
I swung that hammer and let it fall.

One day I tried to make a boat
I worked real hard so it would float
I nailed my fingers to the bow
I'm bandaged to the elbows now.

I joined the local Cub Scout Pack
I learned to make a neat tie rack
A little skill I all it took
They had instructions in my book.

Final chorus:

I missed my thumb, I've learned to care
I missed my thumb, I've learned to care
I missed my thumb, I've learned to care
The feelings here to stay.

The Invention

Longhorn Council

Tune: The Farmer In The Dell

I had a genius kit,
Thought lots about it,
I laid the pieces side by side,
And examined them bit by bit.

A nut, a bolt, a screw,
A piece of wood too,
A leather scrap, some furry nap,
And a little bottle of glue.

A needle and some thread,
A nail without a head,
A piece of fire, a bit of wire,
And this is what I said:

“I don't see how this mess,
Can really quite express,
My urge for building something grand,”
But now I must confess:

I sewed and nailed and glued,
Until the thing I viewed,
Was something grand, you understand,
A mechanical dog that moed.

Whoops, You're A Genius

Longhorn Council

Tune: Pop Goes the Weasel or
All Around The Mullberry Bush

A block of wood, a piece of wire,
or junk that seems the seediest,
just put it all together now,
Whoops, you're a genius.

You never know the size or shape,
From biggest to the teeniest,
But put it all together now,
Whoops, you're a genius!

Old Inventions

Baltimore Area Council

Tune: Auld Lang Syne

Should old inventions be forgot, -
And never brought to mind,
Just look in any antique shop
Old inventions you will find.

A Victrola, a wind up toy,
An old telegraph key,
Inventions that brought hope and joy,
Don't last eternally.

An automatic nose picker,
A top-coat made of flies,
A dried up envelope licker,
And jellies made from mice.

Inventions may be old and strange,
But we need new ones too.
Who'll find the cure for fleas and mange,
That inventor may be you.

Tomorrow's Computer

Longhorn Council

Tune: Down by the Station

Out in the workshop early in the morning
See the Cub Scout Genius Busily at work
Building a computer Watch him push the buttons
Buzz, buzz, flash, flash Won't compute

CUB GRUB

The first five recipes (through h the Dirt recipes came from Pack 114 via their website

<http://www.creighton.edu/~bsteph/pack114/library/recipes.html>

Cub Scout Pizza

- ✓ Split English muffins into halves to use as crusts.
- ✓ Spread pizza sauce on each muffin half, and let the boys select the meat and toppings for his pizzas.
- ✓ Top off with grated mozzarella cheese.
- ✓ Bake 10-12 minutes in oven preheated to 300F. (For a crisper crust, toast the muffins before adding the sauce.)

Elephant Stew**Ingredients**

1 elephant, medium to large
salt and pepper to taste
2 rabbits, optional
brown gravy

Directions:

Cut elephant into bite-sized pieces (takes about 2 months).
Add enough brown gravy to cover.
Cook for four weeks at 465F.
Serves 2-4,000 people.

If more guests are expected, two additional rabbits may be added. *But don't tell anyone - most people don't like hare in their stew!*

Blue & Gold Popcorn**Ingredients**

2 cups sugar
1 T white syrup
1/4 tsp salt
2/3 cup milk
1 tsp vanilla
blue or yellow food coloring
6 qts popped popcorn

Directions:

Mix sugar, syrup, salt and milk and cook to 230F. Remove from heat, add vanilla and one color of food coloring. Pour slowly over the popcorn, stirring to coat the popcorn. Spread on waxed paper to cool. Store in a closed container to keep fresh.

Dirt Cake**Ingredients**

1 _ # pkg Oreos
1/2 stick margarine
8 oz. cream cheese
1 cup powdered sugar
3.5 cups milk
2 small boxes instant vanilla pudding
12 oz. Cool Whip

Directions:

Crush Oreos until fine.

Cream margarine, cream cheese and powdered sugar together.

Mix milk and pudding and combine with margarine mixture. Mix well, then add Cool Whip.

Thoroughly clean out a new plastic flower pot with soap and hot water.

Alternate layers of Oreo crumbs and pudding mixture in the containers with Oreos on both the bottom and top layers.

This cake looks especially good if you add gummy worms

Dirt Cups**Ingredients & Directions:**

Crush 16 Oreo cookies and set aside.

Pour 2 cups milk into medium bowl, and add 1 pkg instant Chocolate Pudding mix.

Beat until well blended, 1-2 minutes. Let stand 5 minutes. Stir in cool whip and half of cookies.

Place 1 T crushed cookies in bottom of 8-oz cup.

Fill cups about 3/4 full with pudding mixture.

Top with remaining crumbs.

Optional garnish: place plastic flower in middle and put gummy worm halfway out of "dirt".

Cat Poop Cookies

For added effect, mix in coconut (tapeworms), ramen noodles (roundworms), or peanuts. You can also coat the scoop with melted chocolate for a startling effect.

Yield: 3 to 4 dozen

Ingredients:

1/4 cup honey
1/4 cup molasses
2/3 cup butter
1 egg
2 1/3 cups whole wheat flour
1/2 teaspoon ground cinnamon
1/2 teaspoon ground ginger
1/2 teaspoon ground cloves
1 (32 ounce) package wheat and barley nugget cereal (eg. Grapenuts TM)
1/2 cup crushed ramen noodles

Directions:

In a medium bowl, Microwave the honey until it bubbles. This may take up to 1 minute.

Stir in the molasses, butter and egg. Beat until smooth.

Stir in the flour, cinnamon, ginger, and cloves until combined.

Then make additions of your choice such as coconut, ramen, chocolate chips, or peanuts.

Chill dough until firm.

Preheat oven to 350 degrees F (175 degrees C).

Roll dough into logs about 3/4 inch in diameter.

Cut into pieces the approximate length of cat poop.

Roll pieces in the cereal,

Place on an unprepared cookie sheet, and bake for 10 to 15 minutes in the preheated oven.

Serve the cookies in a disposable cat litter box, on a bed of cereal, with a brand new litter box scoop.

Add plastic flies, and dip the litter scoop in chocolate for added fun

Adam's Dirt Cookies

Why smash perfectly good cookies just to make another batch of cookies? 'Cause they're YUMMY! Made with crushed sandwich cookies, the small pieces of broken cookie dust make the dough speckled - They look like they're made with dirt!" Yield: 4 dozen

Ingredients

2 1/4 cups all-purpose flour
1 teaspoon baking soda
1 teaspoon salt
1 cup white sugar
1/2 cup packed brown sugar
1 cup butter, softened
2 eggs
1 teaspoon vanilla extract
1 1/2 cups chocolate sandwich cookie crumbs

Directions:

Sift together the flour, baking soda, and salt.
Set aside. In a medium bowl,
Cream the white sugar, brown sugar, and the butter together until smooth.
Stir in the eggs and vanilla.
Add the flour mixture, and stir until just combined.
Stir the crushed cookies into the dough.
Cover, and chill the dough for 1/2 hour.
Preheat the oven to 375 degrees F (190 degrees C).
Grease cookie sheets.
Drop dough by rounded spoonfuls onto prepared cookie sheets.
Bake for 10 to 11 minutes in the preheated oven.
Remove to cool on wire racks.

KELLOGG'S® RICE KRISPIES Treats® Original

From KELLOGG'S® RICE KRISPIES®

The kids can help make these classic treats using a microwave. Great for an after school snack or when watching a movie." Yield: 24 squares

Ingredients

3 tablespoons margarine or butter
1 (10 ounce) package regular marshmallows
6 cups KELLOGG'S® RICE KRISPIES® Cereal

Directions:

Melt margarine in large saucepan over low heat.
Add marshmallows and stir until completely melted.
Remove from heat.
Add KELLOGG'S® RICE KRISPIES® cereal.
Stir until well coated.
Using buttered spatula or waxed paper, press mixture evenly into 13 x 9 x 2-inch pan coated with cooking spray.
Cut into 2-inch squares when cool.
Best if served the same day.

Microwave Directions:

In a microwave safe bowl,
heat margarine and marshmallows at HIGH for 3 minutes, stirring after 2 minutes.
Stir until smooth.

Follow steps 2 and 3 above.

Microwave cooking times may vary.

NOTE:

For best results, use fresh marshmallows.

1 jar (7 oz.) marshmallow crème can be substituted for marshmallows.
Diet, reduced calorie or tub margarine is not recommended.
Store no more than two days in airtight container.

STUNTS AND APPLAUSES**APPLAUSES & CHEERS**

Longhorn Council

- Invention Cheer:** I've made it, I've made it. Don't know what it is, but I've made it!
- Magic Cheer:** Put hand up sleeve then pull it out and shout "Sha-zam"!
- Mad Scientist Cheer:** Hold an imaginary test tube up in one hand and pour into it with the other hand. Shake it then shout "BOOM"! Then say - "That was exciting!"

Great Salt Lake Council

Ben Franklin Cheer

Hold both hands out in front of you as if flying a kite. Jerk back suddenly while saying, "Zap, Zap, Zap." (Lightning). That was enlightening!

RUN ONS**WHAT WATT?**

Great Salt Lake Council

- Shopper:** Have you any four-volt, two-watt bulbs?
Clerk: For what?
Shopper: No, four-volt, two-watt.
Clerk: Two what?
Shopper: Yes!
Clerk: No.

Baltimore Area Council

- Teacher:** What is the formula for water?
Jimmy: H-I-J-K-L-M-N-O.
Teacher: That's not the formula I gave you.
Jimmy: You said H to O.
Moby: Have you ever seen a fish cry?
Dick: No, But I've 'seen a whale blubber.

JOKES & RIDDLES

Great Salt Lake Council

- Why did Benjamin Franklin discover electricity?
He couldn't use his electric blanket without it.
- How surprised was Benjamin Franklin when lightning hit the key on his kite.
He found it shocking.
- Why does lightning strike people?
It doesn't know how to conduct itself.
- Did you hear about the mad scientist who crossed a carrier pigeon with a woodpecker?
When the pigeon delivers the message he can knock on the door.
- He also crossed a turkey with a centipede.
On Thanksgiving everybody gets a drumstick

Baltimore Area Council

Q: Why does a chicken lay an egg?

A: If she dropped it, it would break.

Q: Why are playing cards like wolves?

A: They both come in Packs.

Q: What has one foot on each side and another foot in the middle?
A: A yard stick.

Q: What can you hold without touching it?
Answer: Your breath.

Q: Why is your heart-like a policeman?
Answer: It follows a regular beat.

Q: How do you write to a fish?
Answer: Just drop him a line.

SKITS

The Robot Inventors

Longhorn Council

Characters: 6 Scientists in lab jackets (white shirts, collars turned inside out, put on backwards), 7th Scientist is dressed in the same manner and wears a top hat, boy dressed in cardboard robot costume

Setting: Table, covered with old sheet reaching to the floor in front. Fishbowl or other round glass bowl, test tubes, flasks, etc. are on the table. One of the six is reading a book plainly marked "HOW TO INVENT A ROBOT" while another looks over his shoulder. Another is stirring in a large bowl with a large wooden or cardboard spoon. Scientist #7 is offstage. Cardboard robot is hidden behind table.

SCIENTIST 1: It doesn't seem to be working.

SCIENTIST 2: I can't understand it.

(Scientist #7 enters from stage left carrying top hat)

SCIENTIST 7: I've got it! I've got it! A friend of mine just told me how to do it. (He places the hat on the table) You just say, "Abra-Ca-Dabra 1-2-3!" reach in and....

SCIENTIST 4: Wait a minute. What did you say your friend's name was?

SCIENTIST 7: Magisto the Magician. He says he's pulled a robot out of a hat lots of times,

SCIENTIST 5: That's RABBIT not ROBOT you dunce!!

(They chase Scientist 7 offstage, waving book, spoon, etc. Scientist 6 starts to join them but stops and looks at hat)

SCIENTIST 6: *(shrugging shoulders)* It just might work! Abra-ca-dabra 1-2-3! *(He takes hold of hat with left hand, tips it towards himself at edge of table, pretends to reach in hat, but really reached behind table and pulls up the robot who has been hidden)* hey, you guys! It worked! Now I'll just push this button....*(pretends to push button on front of robot)* ROBOT DROPS TO ALL FOURS, HOPS OFFSTAGE SHOWING A BIG FLUFFY BUNNY TAIL BOBBING AT BACK)

The Invention

Longhorn Council

Cast: 4 or more boys

Scene: Boy 1 is sitting on a chair (bed). Toys and clothes are scattered all over the "room". He is deep in thought. Several of his friends have come over to see him....friends enter.

ALL: Hi! What are you doing?

BOY 1: Just thinking.

BOY 2: Thinking about what?

BOY 1: My invention,

BOY 3: Are you inventing something

BOY 1: Sure! I want to be famous like Alexander Graham Bell or Thomas Edison.

BOY 4: What are you going to make? Maybe we could help.

BOY 1: Really? Do you all want to help?

ALL: SURE!

BOY 1: OK. *(stands up)* First of all, I need a box. There's one in my closet. *(BOY 2 goes off stage to get a box)*

Then I need 2 toy airplanes, *(BOY 3 picks them up)*

And I need some kite string. *(BOY 4 gets it)*

(Continue with this until all the toys have been picked up by the boys.)

Last I need some rags. We can use my clothes for that. *(They pick up the clothes)*

BOY 1: *(Looks around the "ROOM").* Well, that just about takes care of it.

BOY 2: Takes care of what?

BOY 1: My invention! I just invented a way to get my room cleaned before my mom gets home!

Inventions

Baltimore Area Council

This could work as an Opening or Closing, too CD

Narrator:

The horizon of our world
Might never have been widened,
If men before us hadn't tried
To answer questions that -mystified.

Their greatness we do not dispute,
But how they did it, we refute.
The legends have become so great,
We want to set the record straight!

BEN FRANKLIN: *(carries kite and key)*
Ben Franklin had to find 'lectricity;
He was picked up one night for insanity,
It was all he could do to explain
Why he liked to fly kites out in the rain.

ALEXANDER G. BELL: *(carries phone),*
He invented the phone, as history books tell;
He was a man named Alexander Bell,
But the reason he did...the books are hazy;
His wife loved to talk...nearly drove him crazy!!

TOM EDISON: *(carries lightbulb)*
Young Tom Edison, we'll admit,
Gets a lot of credit and deserves all of it.
But it's little known that he invented light
'Cause he tripped-on the bed one dark, dark night!! –

WRIGHT BROTHERS: *(carries toy airplane)*
The Wright Brothers got the first plane to go,
It wasn't their hang-up if you want to know;
It hurt their pride when they heard a lady talk and say:
"Who ever heard of Kitty Hawk?"

ALL: So, with invention, you can see,
That although the Mother of Necessity,
It all would have been just a lot of bother,
If Accident hadn't been the Father!!

CLOSING CEREMONIES

Boy Genius

Circle Ten Council

Setting 5 uniformed Cub Scouts line up in front of the room and speak the following lines. They may hold posters with representative pictures on them.

Cub # 1: Everyone cannot be brilliant, everyone cannot be smart. I may not be a genius, but I can build a neat go-cart.

Cub # 2: I can dam a stream with boulders. I can climb trees to the top. I can run for blocks and never even stop.

Cub # 3: I can't solve a chemical equation or explain Newton's rule, but I can make a peanut butter sandwich that will really make you drool.

Cub # 4: I don't know much about flowers, but smelling them is a joy.

Cub # 5: I don't think I'm a failure. I'm a genius at being a boy! Good Night!

Or this can be said as Cubmaster's Minute CD

Just Imagine

Longhorn Council

Can be done by the Cubmaster or four Scouts.

Cub # 1: Rudyard Kipling, the famous English author, who wrote the story of the Jungle Book, wrote a little poem. It begins like this:

Cub # 2: I keep six honest serving men
They taught me all I knew;
Their names are What and Why and When
And How and Where and Who.

Cub # 3: If you make these six your servants imagine the things you could do! Just imagine for a minute that a little green man from outer space lands in your backyard. Now he wants to know how the picture gets in the television. What causes thunder? Why does night come? Where did your parents live before you were born? Could you answer his questions?

Cub # 4: From this moment on you can decide to be an investigator. Ask questions about everything that you have ever wondered about. What are clouds made of? Are all of the lights in the night sky stars? How would I take care of myself if my parents were gone all day? What can I make by myself? How old are my pets compared to me? What kind of insects live in the field behind my house? How do they protect themselves? What is the street made of? Why is it cooler in the mountains than down in the valley? If the mountains are closer to the sun shouldn't it be hotter? If your parents, teachers and leaders can't give you the answers, then look to books and computers. Just imagine!

Cub # 5: Look around and you will find hundreds of things waiting to be investigated. You've only one life and future...make the best of both!

Kitchen Chemistry

Longhorn Council

We've all seen a pot of water boiling on the stove. We've seen the water vapor (which many of us mistakenly call steam) rising above the pan. If we allow the process to continue, we see that eventually there's no more water left. The H₂O, in its gaseous state, becomes a part of the atmosphere. In a closed experiment, that water vapor would be trapped in tubes and recaptured. We don't have that sort of equipment in the ordinary kitchen where some of our experiments took place this month.

We are gathered here together because of one common bond, the boys in our pack. They have graduated on to new, challenging programs as of today. Our challenge, as parents and family members, is to capture their enthusiasm and energy, to direct it in a positive manner. They need our input, providing them with the proper direction, just like the chemical lab captures and redirects the water vapor in an experiment. That's a big part of what the Scouting program is all about.

Closing Prayer

Circle Ten Council

Ask the Cub Scouts and their families to form a large circle and hold hands. The Cubmaster then reads the following prayer that was broadcasted to earth by Astronaut Frank Borman, while on a moon orbiting mission.

"Give us, oh God, the vision which can see thy love in the world in spite of human failure. Give us the faith to trust thy goodness in spite of our ignorance and weakness. Give us the knowledge that we may continue to pray with understanding in our hearts, and show us what each one of us can do to set forward the coming of universal peace."

Rope Living Circle

Circle Ten Council

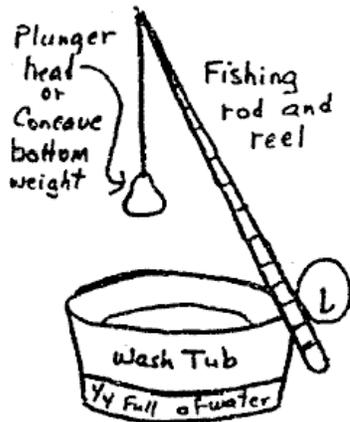
Equipment: A two or three-foot length of rope or heavy cord for each Cub Scout.

We have seen tonight that we are all geniuses in our own right. It makes you might proud, doesn't it. And we all should be proud of our accomplishments and abilities. We should never forget though that we all depend on other people and our greatness does not come out till we can be great with and for other people.

Would all the Cub Scouts come and make a circle. Take a piece of rope, each of you, and tie it to the tope of the person on your left with a square knot. Joining with other people makes you a better person.

Hold your rope with your left hand and make the Cub Scout sign with your right hand and let's say the Promise together and pledge ourselves again to the ideals of Cub Scouting.

Professor Plop Closing
Baltimore Area Council



Cubmaster: Now we'll check with Professor Plop one last time. Well, Professor, did you ever get it together?

Professor: I sure did. I made it!

Cubmaster: We can hardly wait to see how it works.

Professor: I will demonstrate this wonderful invention for you.

1. See drawing, Professor cranks his reel,
2. Drops the plunger into a tub of water and it goes 'plop'.
3. He then reaches into the tub of water, pulls out a piece of cloth,
4. He wrings it out, shakes it open.
5. It reads: "The End"

Cubmaster's Minute

Baltimore Area Council

Work while you work. play while you play.

One thing at a time, that is the way.

All that you do, do with all your might.

Things done halfway are not done right.

What you are is god's gift to you.

What you make of yourself is your gift to God.

Make it a good gift.

Baltimore Area Council

We have seen and heard about a lot of inventions tonight both serious and humorous, Having participated in this Pack Meeting I am sure you can all understand Thomas Edison assertion that inventions are 5% inspiration and 95% perspiration. Unfortunately, we are not yet done perspiring yet. That is of course unless one of you Cub Scouts has invented an Automatic cleanup machine. However, if we all work together I am sure we can make quick Work of this problem and adjourn our Invention Convention.

Six Million

Great Salt Lake Council

Today in our country there are over six million boys and adults in Scouting. That's a good thing to know...a good thing to think about when we get to wondering about the future.

Six million, keeping a promise to "do their best," to "help other people," and to "respect God and country."

Six million, following Baden-Powell's admonition "try to leave this world a little better than you found it."

These six million can make the difference in tomorrow.

These six million WILL make the difference in the future of this country and in the future manhood around the world.

Four Closing Thoughts

Circle Ten Council

One of the hardest things for anyone to do is to stick to what he knows is right while his friends are coaxing him or his enemies are threatening him to do the opposite. A Cub Scout does his best.

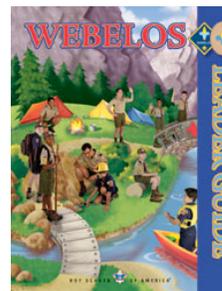
A boy does what he knows; he's what he does; what he's going to be, he's becoming.

Do Your Best – one of the most important things to learn in life is to put forth your best effort when doing something. That is why we have the Cub Scout motto. As a member of this pack, I hope you will put forth your best effort for the good of the pack and for your own good.

Don't Give Up – to be good at anything, you have to believe that you can do it, and then practice it until you can. There's no easy way to become an expert. You just have to keep at it, over and over. There will be times you'll think that you just can't make it. But don't give up a task because it seems hard. There are few things worth doing that are easy to do at first.

WEBELOS

I received a question this month about why there were no Den Meeting plans for Webelos in the cub Scout Program Helps. The answer is because they are in the Webelos Leaders' Book – Here is the description from www.scoutstuff.org -



Webelos Leader Guide

The basic book for Webelos Scouts and their leaders has explanations of the activity badge programs and has references to the new oval Webelos badge, the revised Cub Scout Leader How-To Book, and the Ethics in Action program. **WW33853C \$8.95**

**ATHLETE
 PHYSICAL SKILLS GROUP**

Southern NJ Council

Webelos aged boys thrive on physical activity. Scouting recognizes this need and has geared the program to meet those needs. Competition is a normal part of everyone's life. One's emotional health depends in no small degree upon one's outlook toward this aspect of life. Boy Scouts of America believes that helping boys keep competition in the proper perspective is a part of helping them live happy and successful lives. The skills of winning and losing gracefully can only be learned by winning and losing.

Therefore, we believe that competition should be used as a learning process and as a means of enhancing the growth

and development of Scouts. Competitive events should be planned so they result in a positive experience that develops character and sportsmanship. This doesn't always mean winning.

EXERCISE

Exercise is unique in that the more you do, the more you can do. As you grow older, exercise becomes more and more important. It protects us from heart attacks, high blood pressure, and excess fat (which can cause or add to many other problems). Begin with this pledge, then proceed to your exercise program.

FOUR-STEP EXERCISE PLAN

1. Start with a warm-up period of stretching exercises about 5-7 minutes. The warm-up exercises will gradually raise your heart rate to the right activity level.
2. Move on to your main exercise period from 20-30 minutes.
3. Check your heart rate every 5 minutes or so.
4. Finish with a cool-down period of about 5 minutes. Stopping heavy exercise suddenly can make you dizzy, even faint. So taper off with a good cool-down exercise. One of the best is walking. After cooling down, stretch major muscle groups to keep flexible.

PRESIDENTIAL SPORTS AWARD:

The President wants your boys to get physically fit! Boys aged 10 and over can take the Presidential Sports Award Challenge by participating in a variety of sports. Request the Presidential Sports Award pamphlet. You must enclose a long, self-addressed stamped envelope or they will ignore your request. To find out all about the cool awards the boys can receive write to:

Presidential Sports Award
P.O. Box 68207
Indianapolis, IN 46228

Field Trip Suggestion

- ✓ Visit a college, high school or commercial weight training facility and let the boys try the weight training equipment (with proper guidance). Set tour up in advance - never spontaneously show up and expect someone to accommodate you.
- ✓ Visit a non-traditional athletic exhibition, such as a martial arts or gymnastics exhibit.

Activities

- ✓ Teach the boys the proper warm up procedures regarding sports, to ensure better performance.
- ✓ Teach the boys exercises to increase strength and endurance. Keep a record of each boy's progress. Or, to keep competition to a minimum, set a den goal. Remember - each boy should "Do Your Best".
- ✓ Ropes can be used for a variety of athletic activities - tug-of-war, climbing, jumping rope, 3-man tug-of-war, and boys against parents tug-of-war. (The bigger the rope the more fun it is in tug-of-war).
- ✓ Attend a high school or college athletic event. A televised event will do but is not as exciting as being there.
- ✓ Invite a sports figure, coach, or a trainer to a den meeting to discuss exercise, training rules and why they are important.

- ✓ Make homemade barbells, you will need a broomstick, and two strong cloth sacks (or old pillowcases). Fill each sack with 5 pounds of sand or gravel. Wrap the mouths of the sack around the broom handle about four (4) inches from the ends. Tie in place.
- ✓ Invite a knowledgeable person who works to stay physically fit to come to a den meeting and teach the boys proper stretching, the importance of both a warm-up and a cool-down when working out, as well as some exercises to work specific parts of the body. A local high school athlete or trainer is ideal for this because the younger boys idolize the older students.

Games

Hobble Racing: Boys gather at the starting line and each of them tie their own ankles together with a strip of fabric or cord. At a given signal, they all start racing for the finish line. The boys may jump, waddle, hop, creep, or crawl toward the finish line. If a boy purposely bumps another player, he is disqualified. The first racer to cross the finish wins.

Anatomy Tag: Boys should be in a restricted area such as a back yard. One person is "it" and runs after any of the other boys until he tags someone. The boy that was tagged becomes "it" and must keep his hand on the spot where he was tagged until he tags someone else. Boys should try to tag each other in inconvenient places such as the back of the knee, ankle, etc.

Kangaroo Hop Relay Race: Boys assume semi-squat position. Keeping their feet together, they spring forward to cover a set distance. The first team finished wins.

Three Chair Trick: Scout "bridges" two chairs with his head on one chair and heels on the other. A third chair is under the Scout's rear. On signal, Scout lifts middle chair over his body and puts it back underneath himself from the other side. Have two Scouts hold the end chair.

Exercise Game: Webelos form a circle around the a leader. Leader begins to do an exercise. He may do a complete exercise (e.g. one jumping jack) or a number of them (three jumping jacks) or just a part of one (1 / 2 jumping jack ending with feet apart and hands together overhead), then stops. Webelos Scouts are to follow the leader. After just a moment, he continues with the same exercise or goes on to another one. The idea is to trick the other Scouts into doing too much, too little, or the wrong exercise. The Den Chief act as judge. The last one left becomes the leader in the center of the circle.

Agility Exercises

Perform these exercises within the designated time limits. Rest two minutes between each set of exercises.

Set 1 - 8 minutes

Fish Flops - lie on your stomach, arms and legs extended and off the ground. Rock back and forth (2 minutes).

Grass Drill - run in place, drop to the ground and bounce up again (2 minutes).

Quick Foot-Knee touch - Drop quickly to one knee and bounce up again. Alternate knees (2 minutes).

Root Drill - you need a partner for this one. Square off on all fours, locking right shoulder to right shoulder. Try to rock your opponent back off his feet (2 minutes).

Rest Two Minutes

Set 2 -6 minutes

Crab Mirror - two players on all fours. One moves at random to the left, right, back and forward and the other one mirrors his moves. Switch leaders and repeat (2 minutes).

Bear Hug Take-Down - two players, one standing behind the other. Player in rear grasps other player around arms and chest and tries to pull him down. Reverse positions and repeat (3 minutes).

Sit-ups - lie on back, feet together, hands clasped behind head. Raise up and touch elbows to knees. Do as many as possible for one minute.

Rest Two Minutes

Flexibility Exercises

Fingers - extend arms to the side, palms down. Quickly flex fingers alternating between fist and open hand position (30 seconds).

Palms - extend arms to the front, palms down, wrists locked. Turn palms inward and outward in quick short movements (30 seconds).

Wrists - same position (above). Rotate wrist clockwise, then counterclockwise (30 seconds).

Forearm Twist - arms extended sideward and parallel to the ground. Flex at elbow, bringing tips of fingers to shoulders. Return to starting position. Perform both palms up and palms down (1 minute).

Baltimore Area Council

Webelos Scouts are bursting with energy and eager to impress their Webelos Leader with their physical powers. Since most 10-year-old boys already have the skills necessary to pass this badge when they first enter the Den, it is a natural first activity badge. Athlete is one of four optional badges, which may be used to fulfill the requirements for the Arrow of Light. The Webelos Leader may make this badge a basic foundation for a good relationship with the boys for the coming year by giving his/her Den some encouragement and praise as they bear down to earn this one.

If you ask a Webelos Scout what his most priceless possession is, you will receive a variety of answers. It is doubtful if any 10-year-old will recognize the importance his body plays in his life. This badge gives the leader a chance to impress on the boys the importance of keeping physically fit.

“Champ-Nit”

Your Den can stage its own decathlon - not in track and field, but in fitness duels. For extra excitement, use the “champ-nit” method of scoring.

The “champ-nit” method is a Baden-Powell idea. The founder of Scouting wasn’t too happy about “winner-take-all”. The losers, he felt, needed to stay in, to try again.

Let’s say you have eight boys in your Den. After the first duel, you have four winners, four losers. The winners drop

out. After the second duel you have two winners, two losers. The losers square off again. Finally, you have one loser, the Den “champ-nit”.

This method is very effective for knotting games, first-aid competitions, or fire-building contests. In an eight-boy Den, the champ-nit will have had seven tries. So the loser wins. He gets the most practice. He needs it.

Den Activities

- ✓ Attend a high school or college athletic event.
- ✓ Invite a professional athlete to a Den meeting or discuss exercise, training rules and why they are important. If not a professional athlete, then use a college athlete or a high school coach.
- ✓ Practice light stretching exercises to be done before strenuous exercises.
- ✓ Review exercise requirements and demonstrate correct way to do the exercises.
- ✓ Help the boys set up a regular schedule of exercise with a chart for keeping records of activity and improvement. Encourage them to exercise at least 15 minutes each day, not just while working on this badge, but every day.
- ✓ Visit a local gym or fitness club. See if someone there will give you a tour and describe some of the equipment and what it is used for.
- ✓ Make an obstacle course with boxes to crawl through, hurdles to jump, and bars to chin. Time the boys as they go through it.
- ✓ Measure some of each boy’s muscles at the beginning of the month. Do the same at the end of the month to see if their regular exercise has made any difference

Dizzy Dash (or Den Leaders Revenge)

Sometimes for a Cub to plop down on the ground and whip out 30 sit-ups or 8 push-ups can be such a hassle. They usually can, except for the thought of it. So maybe you can try hiding it in a game like this. (Don’t tell them what they are doing.) Every leader should try this at least once.

Line the Cub Scouts up side by side with some room between each. Have them lay down on the ground in the up (start) position (for push-ups). Have them touch their face to the ground and come back up (one push-up). Then while still in the up position, “walk” their feet up so they can do one somersault, stopping on their back with their knees up in the air. They can then touch their elbows to their knees (one sit-up).

Have them do the somersault and the sit-up combination three more times for a total of four sit-ups in a row. Then when doing the next somersault, have them “roll” on over to their bellies and do one push-up. Have them continue this one push-up with four sit-ups and a somersault in between each. When they have done the 9th push-up, they have also done 32 sit-ups. Challenge another Den, or other leaders to laugh, too!

ENGINEER TECHNOLOGY GROUP

*Be sure to see the January Baloo for February's Theme,
It's a Scouting Celebration, for lots more ideas for
Engineer. This is a two month badge. CD*

Southern NJ Council

An Engineer is defined as a person who is skilled in at applying scientific knowledge to practical uses. Anybody can be an engineer - involved in the creation or construction of something. The Webelos Scouts will gain some insight about the practical application of skills and knowledge by studying the Engineer activity pin.

Fields of Engineering

- ✓ Aeronautical Engineering - deals with the whole field of design, manufacturing, maintenance, testing, and the use of aircraft. Industrial or Management Engineering - pertains to the efficient use of machinery, labor, and raw materials in industrial production. Astronautical Engineering is closely related to aeronautics, but it is concerned with the flight of vehicles in space.
- ✓ Chemical Engineering - concern with the design, construction, and management of factories in which essential processes consist of chemical reactions.
- ✓ Civil Engineering - is one of the broadest of the engineering fields dealing with the creation, improvement and protection of the communal environment. Buildings, roads, bridges, airports and other constructions are just a few of the areas civil engineers impact.
- ✓ Electrical Engineering - involves the use of electrical power, electrical machinery and communication, information, and control systems.
- ✓ Geological and Mining Engineering - includes activities related to the discovery and processing of minerals.
- ✓ Mechanical Engineering - speaks to the design and operation of all types of machinery.
- ✓ Safety Engineering - is concerned with the prevention of accidents.

Activities

- Have the boys find pictures of different bridges and put together a poster for pack meeting.
- Visit a college engineering department.
- Invite an engineer to visit the den meeting to talk about their job.

Strength of Hollow Tubes

Begin the demonstration by laying a brick on a Styrofoam cup laying on its side. Place another cup on its rim and add bricks (2 or 3) until it crushes. Glue 4 cups together rim to rim and bottom to bottom with white glue and allow to dry. Place bricks (usually 4) on until the structure crushes. Demonstration shows the use of columns-in engineering and bridges.

Syllable Puzzle

Use each syllable given below to form the words that fit the seven definitions.

Bine	Die	Ler	Pro	Ter
Bu	En	Li	Ra	Tor
Car	Gine	Ni	Re	Tur
Cop	He	Pel	Sel	u
Um				

1. The part of a boat that moves through the water.
2. An airplane that hovers.
3. A machine that turns energy into work.
4. A machine in which a wheel is turned by water, steam, or hot gases.
5. The most common type of nuclear fuel.
6. The part of an engine which mixes air and gasoline.
7. One type of internal combustion engine. -

Answers:

- | | | |
|--------------|---------------|---------------|
| 1. Propeller | 2. Helicopter | 3. Engine |
| 4. Turbine | 5. Uranium | 6. Carburetor |
| | 7. Diesel | |

Make Your Own Pulley

Materials: Wire, spools (from craft store), string, hook, and bucket full of heavy objects

Directions:

- ✓ Bend about 8" of wire into a triangle shape and push the ends into a thread spool. -
- ✓ Find a suitable place to hang your pulley. A hook in the garage or the hook at the end of a planter will do.
- ✓ Tie one end of the string to the handle of the load.
- ✓ Wind the string over the spool.
- ✓ Pull the bucket up. Is it easier to lift the load with the pulley? How much string do you have to use to lift the load one foot?

Make Electricity with a Lemon Battery -

Materials: Lemon, steel wool, copper nail, zinc nail.

Directions:

- ✓ Scrub a copper nail and a zinc nail with a piece of wool until they are clean and shiny.
- ✓ Rinse the nails under the water faucet.
- ✓ Poke the pointed ends of the nails into the center of a fresh lemon. Space the two nails about 1" apart and leave 1/2" of each nail protruding.
- ✓ Take a small LED (light emitting diode) and touch the leads to the two nails. You should see a glow. *When I was a Cub Scout, we stick out our tongue and touch the ops of the two nails and feel a tingle. CD*

What Happened? You have just made a simple chemical battery and glow you saw or the tingle you felt on your tongue was electricity! Because the lemon contains acid and water, which reacts with the metals, zinc and copper, a slight electrical current was formed and it passed over your tongue from one nail to the other.

operator can easily move the two broomsticks together by pulling on the free end of the rope.

Is the "operator" stronger than the two boys? Of course not! You have created a block-and-tackle setup. The force of the operator's strength is increased each time the rope is looped around the broomsticks. Therefore, the boy operator appears to be stronger than the two holding the broomsticks.

Balance Battle:

Two teams line up at opposite ends of a seesaw. The first person from one team sits on one end of the seesaw at any spot that he chooses. When he has chosen his spot, he cannot move. He must sit perfectly still and cannot shift his weight. A member of the second team must select a spot on the seesaw he thinks will balance it. He must then sit on the seesaw at that point. If it balances, the first player joins his side. If the second player fails to balance the seesaw, he must join the other side. The play continues until everyone has had a turn. The team with the most members at the end of the game wins.

Marble Spin Game:

Make a spinner from two 9" paper plates with a washer between and a paper fastener holding them together. Make eight 1/2" holes in one plate (on top) and two 1 1/2" holes in bottom plate. Number 1 hole in top plate should be 1". Using a marble placing it in small hole (1/2"); give plate a turn to start marble rolling. Score is determined by where the marble lands. If marble falls through bottom plate, player loses 5 points. If marble flies off plate, player loses a turn. High score after 15 turns wins the game.

POW WOW EXTRAVAGANZAS

Southern NJ Council

Catch a Dream

NEW DATE - February 12, 2005

Lakeside School, Millville, NJ

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

Buckeye Council

Baden Powell Institute (University of Scouting)

February 5, 2005

Stark State College - Media Center

Canton OH

Call Buckeye Council (800) 589-9812 or visit the website at <http://www.buckeyecouncil.org/> for more information

WEB SITES

There is a Great list of cheers on Buckskin Council's website

<http://www.buckskin.org/Resources/Fun/Cheers.htm>

And if you back to their Home Page, check out links to Scouting's Urban Legends and planning Blue and Gold Banquets

Take Safe Swim Defense and Safety Afloat online –

<http://www.scouting.org/pubs/aquatics/index2.html>

Theme Related Internet Sites

Great Salt Lake Council

<http://members.toast.net/saddletrout/attic.html>

<http://totallyabsurd.com/absurd.htm>

<http://inventors.about.com/library/weekly/aa980304.htm>

http://www.noogenesis.com/inventing/kids/kids_page.html

<http://www.kidzworld.com/site/p1010.htm>

<http://edtech.kennesaw.edu/web/inventor.html>

<http://www.inventored.org/k-12/inv-hist.html>

<http://www.surfnetkids.com/invent.htm>

<http://www.kathimitchell.com/invent.html>

<http://www.cbc.ca/kids/general/the-lab/history-of-invention/default.html>

<http://www.shambles.net/pages/learning/primary/Invent/>

http://www.gigglepotz.com/krc_inventions.htm

<http://inventors.about.com/od/kidinventors/>

Boy Scout Time Capsules

The Net Commit--Memorabilia and History

http://www.us_scouts.org/net_resources/memorabilia.html

Scouting History and Traditions

http://hometown.ail.com/Randy_woo/bashes/index.htm

The Pine tree Web

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

Here's another

<http://www.sageventure.com/history/cub/index.htm>

Pack 114's Reference Library – a great collection of resources for Cub Scout Leaders. And lots more recipes for Cubs to make than I posted

<http://www.creighton.edu/~bsteph/pack114/library/>

Lots of roundtable handouts from all over. Lots of good theme resource material. Files go back to 2000. You can go to <http://www.scoutingthenet.com/> to see all their files or to <http://www.scoutingthenet.com/Training/Roundtable/Handouts/> for Themes and Roundtable handouts.

One Last Item –

How Well Can You Follow Directions?

Baltimore Area Council

Time Limit: 5 minutes

1. Read everything before doing anything.
2. Put your name in the upper left-hand corner of this paper.
3. Circle the word “Name” in sentence two.
4. Draw five small squares in the upper left-hand corner of this paper.
5. Put an X in each square.
6. Sign your name under the title of this paper.
7. After the title, write “Yes, yes, yes.”
8. Put a circle around sentence seven.
9. Put an X in the lower left-hand corner of this paper.
10. Draw a triangle around the X you just put down.
11. On the back of this paper, multiply 73 by 6.
12. Draw a rectangle around the word “paper” in sentence four.
13. Call out your first name when you get to this point in the test.
14. If you think you have followed directions carefully to this point, call out “I have.”
15. On the reverse side of this paper, add 8950 and 9850.
16. Put a circle around your answer and put a square around the circle.
17. Count out in your normal speaking voice, from ten to one backward.
18. Punch three small holes in the top of this paper with your pencil.
19. If you are the first person to get this far, call out loudly, “I am the first person to this point, and I am the leader in following directions.”
20. Underline all even numbers on the side of this page.
21. Put a square around every number written out on this test.
22. Say out loud, “I am nearly finished, I have followed directions.”
23. Now that you have finished reading carefully, do only number 2 then pretend to keep writing so you don’t give it away to the other boys.