



# BALOO'S BUGLE



Volume 14, Number 11

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

## H2Ohhh!

Tiger Cub Activities

Webelos Aquanaut & Geologist

### FOCUS

*Cub Scout Roundtable Leaders' Guide*

Dive right in as Cub Scouts spend a month enjoying water activities and learning about water creatures and water conservation. It is a perfect time to learn about safety rules in and around water. This month's pack activity might be a safety carnival, an outdoor raingutter regatta, or a pack beach party. This is an ideal opportunity for the boys to work on the Swimming or Fishing belt loops and pins.

### CORE VALUES

*Cub Scout Roundtable Leaders' Guide*

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

- ✓ **Personal Achievement**, Cub Scouts will gain self-confidence and self-esteem as they develop their swimming skills and water safety knowledge.
- ✓ **Character Development**, Cub Scouts will learn the importance of water conservation..
- ✓ **Preparation for Boy Scouts**, By learning swimming safety Cub Scouts will be ready for bigger adventures in Boy Scouts.

The core value highlighted this month is:

- ✓ **Responsibility**, Cub Scouts will gain a sense of responsibility through the Buddy System and other safety rules in and around water.

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 am back at home and at work. All seems to be going well and in four months a blood test will verify that all our prayers have been answered and I have been cured. It seems appropriate that I go for the blood test on my birthday!!!

It is summer and I need to be



### Cub Scout Extravaganza & Program Enrichment Conference @ Philmont Training Center

I have been invited to the *First Ever* Program Enrichment Conference and my wife, Donna, to the Cub Scout Extravaganza - August 10 - 16, 2008 at Philmont!!! Our money is in and we will be there! My daughter (Four summer Phil staffer is trying to see if she can arrange to be there, too!!). Hope to see many of you there, too!!!

#### Months with similar themes to H2Ohhh!

*Dave D. in Illinois*

Month Name	Year	Theme
January	1951	Rivers
July	1967	Cub Scout Water Fun
March	1968	Rivers of the World
July	1970	Old Swimming Hole
August	1971	Cub Scout Water Fun
July	1974	Water Fun
August	1977	Water Fun
March	1984	Wheels, Wings & Rudders
March	1994	Wheels, Wings & Rudders
August	1994	Water Fun
July	1995	Water Carnival
July	1996	Water Fun
August	1999	Splish, Splash
June	2001	Wet & Wild
July	2004	Fin Fun
April	2005	Waterways of the USA



National makes a patch for every Cub Scout Monthly theme.

This is the one for this theme. Check them out at [www.scoutstuff.org](http://www.scoutstuff.org) go to patches and look for 2006 Cub Scout Monthly Theme Emblems.

## THOUGHTFUL ITEMS FOR SCOUTERS

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

### Roundtable Prayer

*CS Roundtable Planning Guide*

Thank you for the rocks, the wind, the water, and the woods. Help us as we learn to take better care of your gifts. **AMEN**

### Water and Scouting

*Scouter Jim, Bountiful UT*

Most of the Scout Camps I attended as a youth, were involved in some way with water, great or small, lakes, rivers, or streams, we spent part of our time near of on the water.

My first camp, as a new Scout, was a winter camp; on a small stream know as Mill Creek in Mueller Park Canyon, north of Salt Lake City, Utah. From this small stream, I filled my canteen for drinking water and took the water I used to cook the first meals I had ever cooked over a campfire.

My first weeklong summer camp was at the Great Salt Lake Council's Bear Lake Aquatics camp near the Utah-Idaho border. We spent a week, swimming, boating, and playing in the crystal blue waters of the Bear Lake, and looking for the Bear Lake Monster. *(See story to follow.)*

West of the town where I was raised is the Great Salt Lake. In 1971, the Great Salt Lake Council held a Conservation Camporee on Antelope Island in the Great Salt Lake. Antelope Island is now a state park with its own herd of Buffalo. We spent the weekend hauling rocks, boy to boy, in a bucket brigade all the way up the mountain to the top of Buffalo Point, building a trail that is still in use today.

Farmington Bay Bird Refuge is a freshwater bay on the southeast side of the Great Salt Lake. It is home to millions of migrating shorebirds and waterfowl, and in the winter, nesting grounds for migrating Bald Eagles. In 1970, the father of one of the scouts in my local troop worked for Utah Fish and Game, now Utah Wildlife Resources, in waterfowl management. He recruited our large troop of Scouts to do a Saturday cleanup of the Farmington Bay Bird Refuge. We worked hard all day long filling a full sized dump truck with the trash that had floated, blown, or been carried into the bird refuge. As a reward for our hard work, the next winter, we were able to camp in one of the State owned cabins used by the rangers at Flaming Gorge Reservoir on the Utah-Wyoming border and learn to ice fish. We exchanged a day of hard work cleaning up a bird refuse, for a fun day of fishing on hard water. Not a bad trade.

Growing up in the second driest state in the nation, I am very aware of water and the issues related to it. In the west, battles have been raged over water for as long as anyone can remember and they rage on now. Las Vegas is trying to take valuable underground water from a valley of farmers and ranchers in Utah and Nevada. Environmentalists are trying

to get the government to drain Lake Powell on the Utah-Arizona Border to expose Glen Canyon. A group known as Utah Rivers Council is pushing to protect many rivers of Utah from dams and development. In one of America's driest states, these are fighting words and arousing concerns on both sides. But rather than fighting over water, it would be better to give something back.

July would be a great month to take our Scouts outside and do a water conservation project. Clean up a river bank, or a lake front, and enjoy a cookout next to the water, and maybe even wet a hook. There are many activities we can do with water, but why not give a little back in the process. The times we gave back as youths are some of the times we remember most in our lives. Not only does it help someone else, it makes us all feel better about ourselves and the contributions we are making to our world.

### The Bear Lake Monster

*The story was written in 1868 by Joseph C. Rich and was sent to the Deseret News Newspaper. It goes as follow:*

"The Indians have a tradition concerning a strange, serpent-like creature inhabiting the waters of Bear Lake, which they say carried off some of their braves many moons ago. Since then, they will not sleep close to the lake. Neither will they swim in it, nor let their squaws and papooses bathe in it.

Now, it seems this water devil, as the Indians called it, has again made an appearance. A number of our white settlers declare they have seen it with their own eyes. This Bear Lake Monster, they now call it, is causing a great deal of excitement up here. S. M. Johnson at South Eden was riding along near the Lake the other day when he saw something a number of yards out in the lake which he thought was the body of a man. He waited for the waves to wash it in, but to his surprise, found the water washed over it without causing it to move. Then he saw it had a head and neck like some strange animal. On each side of the head were ears, or bunches the size of a pint cup. He concluded the body must be touching the bottom of the lake. By this time, however, Johnson seems to have been leaving the place so rapidly he failed to observe other details.

The next day three women and a man saw a monstrous animal in the lake near the same place, but this time it was swimming at an incredible speed. According to their statement, it was moving faster than a horse could run.

On Sunday last, N. C. Davis and Allen Davis of St. Charles; Thomas Sleight and James Collings of Paris, with six women were returning from Fish Haven when about midway from the latter place to St. Charles, their attention was suddenly attracted to a peculiar motion of waves on the water about three miles distant. The lake was not rough, only a little disturbed by the wind. Mr. Sleight says he distinctly saw the sides of a very large animal that he would suppose to be not less than 90 feet in length. Mr. Davis doesn't think he was any part of the body, but is positive it must not have been less than forty feet in length, judging by the waves it rolled up on both sides of it as it swam, and the wave it left in the rear. It was going south, and all agreed it swam with a speed almost incredible to their senses. Mr. Davis says he never saw a locomotive travel faster, and thinks it made a

mile a minute. In a few minutes after the discovery of the first, a second followed in its wake, but seemed much smaller, appearing to Mr. Sleight about the size of a horse. A larger one followed this, and so on until before disappearing, made a sudden turn to the west a short distance, then back to its former track. At this turn Mr. Sleight says he could distinctly see it was of a brown color. They could judge somewhat of the speed by observing known distances on the opposite side of the lake; and all agree that the velocity with which these monsters propelled themselves, was astounding. They represent the waves rolling up on each side as about three feet high. This is substantially their statement as they told me. Messengers Davis and Sleight are prominent men, well known in the country, and all of them are reliable persons, whose veracity is undoubted. I have no doubt they would be willing to make affidavits to their statements.

Was it fish, flesh, or serpent? Amphibious, or just a big fib, or what is it? I give up, but live in hopes of some day seeing it.

The Deseret News ran the story July 31, 1868. Great excitement followed. A news staff member during the next month quizzed many Bear Lake people and found hardly a person who doubted it.

However, the inevitable skeptics did appear on the scene.

The Indians had taken a great deal of interest in stories of the monster and claimed that their ancestors told them about a monster. They were telling some pretty good-sized stories about the creatures.

In 1874, a traveler named John Goodman came through the Bear Lake Valley. He described an Indian legend about two lovers whom, upon being pursued by some of their fellow tribesmen, plunged into the lake and were changed by the Great Spirit into two large serpents. However, this is just a legend.

The description of the Monster was the following: A creature with a brown-colored body, somewhat bigger in circumference than a man, anywhere from 40 to 200 feet long. Its head was shaped like a walrus without tusks or like an alligator's, and the eyes were very large and about a foot apart. It had ears like bunches, about the size of a pint cup. It had an unknown number of legs, approximately eighteen inches long, and it was awkward on land, but swam with a serpent-like motion at a speed of at least sixty miles an hour. No one ever described the back part of the animal since the head and forepart was all that was ever seen. The rest was always under water.

Make believe? No one knows for sure. Come on up to Bear Lake and find out for yourself.

#### Quotations

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

Water and air, the two essential fluids on which all life depends, have become global garbage cans. [Jacques Cousteau \(1910-1997\)](#)

Water is fundamental for life and health. The human right to water is indispensable for leading a healthy life in human

dignity. It is a pre-requisite to the realization of all other human rights.

[The United Nations Committee on Economic, Cultural and Social Rights](#), [Environment News Service](#), 27 Nov 02

From birth, man carries the weight of gravity on his shoulders. He is bolted to earth. But man has only to sink beneath the surface and he is free. [Jacques Cousteau \(1910-1997\)](#), [Time](#), 28 March 1960

Clean water is not an expenditure of Federal funds; clean water is an investment in the future of our country.

[Bud Shuster](#), U.S. Representative, quoted in [The Washington Post](#), 1/9/87 \*

Rivers are roads which move, and which carry us whither we desire to go. [Blaise Pascal \(1623-1662\)](#), "Thoughts on Mind and Style," [Pensées](#), 1660

But we have not used our waters well. Our major rivers are defiled by noxious debris. Pollutants from cities and industries kill the fish in our streams. Many waterways are covered with oil slicks and contain growths of algae that destroy productive life and make the water unfit for recreation. "Polluted Water—No Swimming" has become a familiar sign on too many beaches and rivers. A lake that has served many generations of men now can be destroyed by man in less than one generation. [Lyndon B. Johnson \(1908-1973\)](#) 36th U.S. President, [Special Message to Congress](#), "To Renew a Nation" 8 March 1968

No one has the right to use America's rivers and America's Waterways that belong to all the people as a sewer. The banks of a river may belong to one man or one industry or one State, but the waters which flow between the banks should belong to all the people. [Lyndon B. Johnson \(1908-1973\)](#) 36th U.S. President, signing the 1965 Clean Water Act

My soul is full of longing

For the secret of the Sea,

And the heart of the great ocean

Sends a thrilling pulse through me.

[Henry Wadsworth Longfellow \(1807-1882\)](#), [The Secret of the Sea](#)

The face of the water, in time, became a wonderful book- a book that was a dead language to the uneducated passenger, but which told its mind to me without reserve, delivering its most cherished secrets as clearly as if it uttered them with a voice. And it was not a book to be read once and thrown aside, for it had a new story to tell every day. [Mark Twain a.k.a. Samuel Langhorne Clemens \(1835-1910\)](#)

A river seems a magic thing. A magic, moving, living part of the very earth itself. [Laura Gilpin](#), [The Rio Grande](#), 1949

Let the rain kiss you.

Let the rain beat upon your head with silver liquid drops.

Let the rain sing you a lullaby.

The rain makes still pools on the sidewalk.

The rain makes running pools in the gutter.

The rain plays a little sleep-song on our roof at night--  
And I love the rain.

[Langston Hughes \(1902-1967\)](#), [April Rain Song](#), 1921

Rain is grace; rain is the sky condescending to the earth; without rain, there would be no life. [John Updike, Self-Consciousness: Memoirs, 1989](#)

The sea-shore is a sort of neutral ground, a most advantageous point from which to contemplate the world....There is naked Nature, inhumanly sincere, wasting no thought on man, nibbling at the cliffy shore where gulls wheel amid the spray. [Henry David Thoreau \(1817-1862\), Cape Cod, 1865](#)

Roll on, thou deep and dark blue Ocean—roll!  
Ten thousand fleets sweep over thee in vain;  
Man marks the earth with ruin—his control  
Stops with the shore  
[Lord Byron \(1788-1824\), "Solitude," Childe Harold's Pilgrimage](#)

The frog does not  
Drink up  
The pond in which  
He lives.

[American Indian proverb quoted in Water Wasteland by David Zwick & Marcy Benstock, 1971](#)

## TRAINING TIP

**Water Fun – Water Safety**  
[Bill Smith, the Roundtable Guy](#)

### FUN

Dive right in as Cub Scouts spend a month learning about water, our most precious resource. Learn about marine life. Dens can visit a water treatment facility, local aquarium or fish farm. Cub Scouts may even want to prepare their own aquarium or fish bowl and "adopt a gold fish".

This is also an excellent opportunity to teach our Cub Scouts about water conservation. Don't forget learning about water safety. Enjoy water games; hunt for shells and experience all the beach has to offer. Cub Scouts love to get wet.

What could be better than a water carnival complete with games, competition, and safe swim demonstrations? This would be a great time to work on the Wildlife Conservation, Fishing, or Swimming belt loop and pin. Have an outdoor Cub Scout rain gutter regatta race.

*Program Helps July, 2008.*

When one imagines Boy Scouts camping, there is usually water in the picture. It may be swimming, a canoe pulled up to a lake shore camping spot or white water rafting. A boy should be ready to participate in all these, safely and confidently, as soon as he joins a troop. Cub Scouting provides an age appropriate, graduated program of aquatics:

- **Wolf** - Achievement 1h - Swim as far as you can walk in fifteen steps.
- **Wolf** - Elective 19 - [Fishing](#).
- **Bear** - Elective 5 - Boats.
- **Bear** - Elective 19 Swimming - Introduces the Buddy System / Plan.
- **Webelos** - [Aquanaut Activity Badge](#).
- **Webelos** - [Readyman Activity Badge](#) - Safe Swimming.

### Swimming

Swimming is not only lots of fun but the ability to swim is an important physical skill. It is worth the effort of every Cub Scout leader to ensure that each of their charges gets the opportunity to learn to swim.

Check out local community services like the YMCA, Red Cross etc. for swim classes. Put swimming in your annual pack plans.

Also when a boy graduates to a troop he will need to be able to swim in order to fully participate in the troop program.

#### **Second Class requirement 7b states:**

Demonstrate your ability to jump feet first into water over your head in depth, level off and swim 25 feet on the surface, stop, turn sharply, resume swimming, then return to your starting place. Until they are able to do this they cannot advance. If a Scout can not swim, there is so much that he misses out on, troop's trip to Florida Sea base, and other high adventure sites, canoe trips, white water rafting etc.

### Fishing

If you have never taken your den fishing, you are missing one of the great joys of Cub Scouting. It's a blast to take any bunch of kids fishing, especially when you have a place where they might actually catch some fish.

Longhorn Council runs a successful Cub Scout Trout-O-Ree in conjunction with the Texas Parks & Wildlife Junior Angler Education Program

Tiger Cubs, Cub Scouts, and Webelos Scouts may complete requirements for the Fishing Belt Loop or Sports Pin in a family, den, pack, school, or community environment. Tiger Cubs must work with their parents or adult partners

The Cub Scout Leader How-To Book has some splendid water related activities in chapter 14 that include fish and other aquatic life.

### Boating

The Boating Elective in the big Bear Book has all sorts of skills and experiences for a growing boy. Operating a rowboat or sail boat are not only adventures, but they also let a boy discover the mechanics of force and motion.

Cub Scout canoeing is restricted to council run camping programs to ensure qualified leadership and safe conditions. If you are lucky enough to have a canoe program in your council Cub camp, then your boys are in for a great adventure.

For many years, Cub Scouts and Webelos were not allowed to canoe. My wife Shirley and I had been volunteering at a local Easter Seal camp where we discovered that children sitting in the bottom of a canoe were more stable and secure than when sitting in row boats. Even the most severely disabled went canoeing with us and had a great time. They just didn't weigh enough to tip the canoe.

Shirley, an avid canoeist, was on our council Executive Board and she convinced the leadership to apply for a program variance to permit us to include canoes at our Council Day Camp where we had a small pond.. The variance was approved by National and the program was a great success. We even ran occasional Saturday camps so working parents could canoe with their boys.

Eventually National included canoes as a camp program for Cub Scouts, pretty much along the lines of Shirley's request.

**SAFETY**

**First of all, get your copy of [Guide to Safe Scouting](#), read it and carry it with you.**

**Safe Swim Defense**

Before a BSA group may engage in swimming activities of any kind, a minimum of one adult leader must complete *Safe Swim Defense* training, have a commitment card (No. 34243) with them, and agree to use the eight defenses in this plan.

**Click Here -**

[Register, Log in,](#)  
[Take the Course, Get Credit.](#)

**Safety Afloat**

*Safety Afloat* has been developed to promote boating and boating safety and to set standards for safe unit activity afloat. Before a BSA group may engage in an excursion, expedition, or trip on the water (canoe, raft, sailboat, motorboat, rowboat, tube, or other craft), adult leaders for such activity must complete *Safety Afloat Training*, have a commitment card with them, and be dedicated to full compliance with all nine points of *Safety Afloat*. [Note: *Cubs and Webelos* are not permitted on excursions, expeditions or trips.]

**To work right, a PFD must fit snugly on a child. To check for a good fit, pick the child up by the shoulders of the PFD. If the PFD fits right, the child's chin and ears will not slip through.**

[Children and PFDs United States Coast Guard](#)

**Click Here -**

[Register, Log in,](#)  
[Take the Course, Get Credit.](#)

**Personal Flotation Devices (PDF)**

**Every child must wear a Coast Guard approved Personal Flotation Device when on the water.**

**Cold Water**

Even when the weather is warm and sunny, the water may be cold – and dangerous. Beware of exposing Cub Scouts to water temperature under 60 degrees F. The American Canoe Association tells us that more than half of the fatal boating accidents in Pennsylvania occur when the water is cold. I have been a canoe instructor with both the American Red Cross and the ACA. I know, first hand, that cold water can be extremely dangerous.

Once while attempting to free a stuck canoe, I slipped and fell into water under 40 degrees F. The current was not fast – less than brisk walking speed – and the brook was hardly twenty feet wide at that point but I was powerless to extricate myself. The cold water had effectively paralyzed me. I could not swim nor could I grasp hold of the paddles that my companions reached out towards me. I just hung in

my PFD and went with the flow until an eddy washed me close enough to the bank where others could drag me ashore.

**Currents and Low-Head Dams**

**Cub Scouts and Webelos** should do all their boating on flat water with no current. Moving water, even a slow current of one or two miles per hour, can exert enormous force on a child. A boat or raft full of water can weigh over a thousand pounds and could crush the body of a child caught in its path. Taking Cub Scouts on moving water is just plain foolish.

For this and other reasons, trips and excursions on water are not permitted for Cub Scouts and Webelos.

**Some notes for current and future  
Boy Scout leaders.**

Especially dangerous situations occur at the many low-head dams common on rivers in just about every state. These dams are small, ranging from 6 inches to a few yards in height. They produce hydraulic effects that trap unwary boaters, where escape is almost impossible. Rescue is difficult and perilous, even for trained personnel.

In sum, [low-head dams] combined with the hydraulic current create a nearly perfect **drowning machine**.

[Minnesota Department of Natural Resources](#)

The real danger is that these dams slow the general flow of the rivers creating an impression of placid, safe waters. Every year many people, sometimes Scouts, perish in these traps.

[Suite101 writer, Alan Sorum](#), Manager for the Municipality of Skagway, an Alaska Borough and immediate past Port Director and Harbormaster for the City of Valdez, Alaska has an excellent article on low head dams.

**Some more links on Water Fun – Water Safety.**

[Red Cross Aquatics General Aquatics Information](#)  
[Wisconsin Dept. of Natural Resources](#). More on [PDF Camp and Fish](#) - Interesting stuff for Packs  
[Longhorn Council Trout-O-Ree](#)  
[American Canoe Association – Cold Water](#).

**What are YOU going to do now?**

*Have you taken Safe Swim Defense and Safety Afloat on-line??*

✓ *Also, be sure to visit Bill's website*

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

to finds more ideas on everything Cub Scouting.

*Have any [Comments for Bill](#)  
just click right here!*

## PACK ADMIN HELPS

### Cub Scout Monthly Themes for 2008-2009

#### SEPTEMBER 2008– NEW BUDDIES

##### *Character Connection: Cooperation*

Wonderful opportunities are waiting! The new school year brings possibilities of new friends. This month a Cub Scout can invite a new buddy to join the fun and adventure of Cub Scouting! This single act can influence the lives of many others. The boys will make new friends while keeping the old by learning to share and treat buddies with kindness. In the den meeting the boys can learn the value of friendship, cooperation, and respect through games and activities. This new team of buddies can develop secret codes and write messages to each other. They will all learn the Cub Scout handshake and motto which will signify belonging to that special group. The boys can practice the buddy system as they go on hikes, work on projects, play games, and participate in sports. This is a great month for boys to earn a Cub Scout Academics or Sports belt loop or pin as they work and play together with an interest they all share.

#### OCTOBER 2008– ADVENTURES IN BOOKS

##### *Character Connection: Courage*

What great adventures come in books? Let's discover some this month. Visit the library and learn to navigate your way through the "card catalog computer," down the aisles of many adventures, and to an adventure of your own choice. Sign up for your library card while on your visit. Create your own outdoor epic adventure on a hike, campout, or maybe at a ball field or park. Make a costume for one of the characters from your favorite story. At the pack meeting the boys can perform some of their favorite stories and share some of their adventures with the pack. Take part in Pedro's "Say Yes to Reading" program in *Boy's Life*. This might also be a good month to work on the Communication or Computer belt loop and pin. Encourage the boys to have the courage to search for, discover, and share adventure this month.

#### NOVEMBER 2008– SEEDS OF KINDNESS

##### *Character Connection: Compassion*

As we approach Thanksgiving, let us spread seeds of kindness in the form of multiple small service projects. Helping others gives the boys the opportunity to see the bounty produced by spreading many small seeds of kindness and encourages compassion. The boys can discover that just as the large strong oak tree came from the small acorn, big things can happen from spreading small seeds of kindness and charity. Conduct a food drive or collect coats and gloves for those in need; report your hours to Good Turn for America. Work on the Citizenship belt loop and pin.

#### DECEMBER 2008- HOLIDAY LIGHTS

##### *Character Connection: Faith*

The Star of Bethlehem, the Miracle of the Lamp, the Morning Star that enlightened Buddha, the bonfires of Yule: many of our holiday traditions this month involve lights. Share your holiday traditions with your pack and den: lights on a Christmas tree, candles on a Menorah for Chanukah, or on a Kinara for Kwanzaa. Boys can be stars this month by brightening someone's holiday season with a gift of compassion. As a pack or den, visit a nursing home,

preschool, or children's ward and sing holiday favorites. End your outing by sharing cookies that the boys decorated. Help those less fortunate with a service project or toy drive. How about a holiday campfire at your pack meeting? This is great month to work on the Language and Culture belt loop and pin or the Heritages belt loop and pin.

#### JANUARY 2009- "A-MAZE-ing" GAMES

##### *Character Connection: Honesty*

January is a good time for indoor fun. Make and solve puzzles. Stump your friends with riddles. Build a maze, do crossword puzzles, and word searches. Have a pack games night in which your family joins in for relays, board games, and other cooperative games. Play Cub Scout Jeopardy; how much do you know about Cub Scouting? Rediscover some of the games that your parents and your grandparents could have played and work on the Heritages belt loop and pin. Discuss why playing by the rules is important. The pinewood derby is a good opportunity to learn about rules and good sportsmanship. Why not work on the Chess belt loop and pin.

#### FEBRUARY 2009- AMERICAN ABC'S

##### *Character Connection: Citizenship*

Take a personalized tour of the USA by the letters: Austin, Baton Rouge and Cambridge to Xenia, York and Zion. Our country contains an endless variety of scenic and historic places. What is special about these places? This month we'll find out by visiting historic places, theme parks, museums, and zoos. Choose a city or an historical site to highlight. Invite a guest speaker who can share something special about the places your Cub Scouts have picked to discover. Use maps or collect tourist brochures to learn more about places to visit. Your local historical society or public library is a great place to get started. Celebrate your blue and gold banquet with local foods from your choices of the ABCs and decorate to highlight your choice. This would be a good month to work on the Citizenship belt loop or pin or the Geography belt loop or pin.

#### MARCH 2009- WHEN I GROW UP

##### *Character Connection: Positive Attitude*

Explore career possibilities of the 21<sup>st</sup> century this month. Host a pack career fair, inviting several adults to share what they do for a living and how these career opportunities might change as you grow up and technology advances. Discover how having a positive attitude is essential in reaching career goals. Den meeting plans could include field trips to learn about different occupations of interest to the boys and playing games centered on different jobs. This would be a good month to work on any of the Cub Scout Academics and Sports belt loops and pins – let the boys vote on the one that fits best with what they want to be when they grow up. For those future astronauts this month is a perfect time for a space derby!

#### APRIL 2009- JURASSIC PACK

##### *Character Connection: Resourcefulness*

Explore the land before time! Imagine living in a time when dinosaurs roamed the Earth. What have paleontologists learned about the great beasts that roamed the Earth millions of years ago? Did any dinosaurs live where you do now? Find out what they ate, where they lived, and how they

moved. What could we learn of these creatures that lived so long ago? Make a model of a dinosaur or visit a museum where dinosaur fossils can be seen. Make your own "dinosaur footprints" or "fossils" in plaster. Take a "dinosaur" scavenger hike by going on a hike and looking for things that might have been found during the Jurassic era. This would be a great time to work on the Geology belt loop and pin.

### **MAY 2009- LEAVE NOTHING BUT FOOTPRINTS**

#### ***Character Connection: Responsibility***

Warm weather is a perfect time for outdoor adventure, complete with den hikes in the neighborhood, park, or on local trails. As we enjoy our outdoor world, we should strive to take nothing but pictures and leave nothing but footprints. Learn about Leave No Trace Front Country guidelines and ways we can minimize our impact on the environment. Take a backyard hike and practice the Leave No Trace Front Country guidelines. Have a contest to see who can take the best wildlife photograph. Earn the Cub Scout Leave No Trace Awareness Award. Do your Good Turn and leave these areas cleaner than you found them. Remember to record your service with Good Turn for America. The end of the month has all dens moving up the Cub Scout trail. You might want to consider working on the Wildlife Conservation belt loop and pin this month.

### **JUNE 2009- A CAMPING WE WILL GO**

#### ***Character Connection: Health and Fitness***

This month Cub Scouts go camping! Have a backyard campout with your family. Pitch a tent or sleep out under the stars! Conduct a pack campout at a nearby Scout camp, state park, or even the local museum. An outdoor pack meeting might include a nature observation hunt, followed by an evening around the "campfire". Attend your council's Cub Scout or Webelos Scout resident camp as a den or pack or the council's family camp with your whole family. Camping doesn't always mean overnight; day camp is always lots of fun. Get those boys outdoors and let them discover the fun of camping while working on their Cub Scout Outdoor Activity Award. Whatever you do, do it outside and find out what the outing in Scouting is all about. While out on the trail, you can work on the Map and Compass belt loop and pin or the Astronomy belt loop and pin.

### **JULY 2009 BE A SPORT**

#### ***Character Connection: Perseverance***

Not only is it important to do your best when you try new sports but it is important to understand the rules of being a "good sport" no matter how the game goes. Play ball, soccer, tennis, or any sport! Learn about a sport that you've never played before. Have a sports competition with another Cub Scout pack in your area. Have athletes from a local high school or college speak at your den or pack meeting. Ask them to teach you about their sport. Learn a sport you can play with your family: golf, tennis, bowling, swimming, or skating. Have a pack sports day. Cub Scouts can create an obstacle course for the pack to enjoy while earning the belt loop and pin for Physical Fitness or any of the many Cub Scout Sports subjects.

### **AUGUST 2009 FUN IN THE SUN**

#### ***Character Connection: Respect***

Let's go outside and have fun in the sun. Plan some outdoor activities this month that will encourage dens to meet and make preparations together for your pack event. It's a great time for a pack picnic, with each den planning a game or activity. Have a Cubanapolis derby with dens preparing their vehicle and practicing maneuvers during den meetings. Stress good sportsmanship and team building during the planning stages, as well as during the actual event. Create kites in your dens and have a kite flying derby or a family picnic to show off your creations! This might be a great month to work on the Cub Scout Outdoor Activity Award or a Cub Scout Sports belt loop or pin.

## **SPECIAL OPPORTUNITY**

### **The National Summertime Award**



Incentive for summer planning is the National Summertime Pack Award, an attractive, full-color certificate, and the National Summertime Pack Award streamer for the pack flag. These can be earned by packs that conduct three summer pack activities - one each month during June, July and August.

Dens with at least 50 percent of their members at the three summertime activities receive a den participation ribbon. Individual Cub Scouts who attend all three activities can be recognized by their pack with the National Summertime Award pin.

The Cubmaster or pack committee secretary should keep a record of all summer pack activities on the chart in the National Summertime Pack Award Planning Guide. Submit the application section of the record sheet for approval by the camping and activities or Cub Scout committee of the local council. Make arrangements for the den, pack and individual Cub Scout awards to be presented at an early fall pack meeting.

If your pack has not already planned some activities this summer, DO IT NOW! Go fishing or hiking in June, day camps and WRC are in July, and have an ice cream social, family picnic or family camping overnight in August. Remember, you will need to promote and remind parents of your events to make sure they remember to attend!

You can download the form with all the instructions and requirements from National's Website at

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

Boys' Life Reading Contest for 2008



SAY 'YES' TO READING

Enter the 2008 Boys' Life Reading Contest

Write a one-page report titled "The Best Book I Read This Year" and enter it in the Boys' Life 2008 "Say Yes to Reading!" contest.

The book can be fiction or nonfiction. But the report has to be in your own words — 500 words tops. Enter in one of these three age categories:

- \* 8 years old and younger
- \* 9 and 10 years old
- \* 11 years old and older

First-place winners in each age category will receive a \$100 gift certificate good for any product in the Boy Scouts official retail catalog. Second-place winners will receive a \$75 gift certificate, and third-place winners a \$50 certificate.

Everyone who enters will get a free patch like the one shown above. *(And, yes, the patch is a temporary insignia, so it can be worn on your Cub Scout or Boy Scout uniform shirt, on the right pocket. Proudly display it there or anywhere!)* In coming years, you'll have the opportunity to earn different patches.

The contest is open to all Boys' Life readers. Be sure to include your name, address, age and grade in school on the entry.

Send your report, along with a business-size, self-addressed, stamped envelope, to:

Boys' Life Reading Contest  
S306  
P.O. Box 152079  
Irving, TX 75015-2079

Entries must be postmarked by Dec. 31, 2008 and must include entry information and a self-addressed, stamped envelope.

For more details go to [www.boyslife.org](http://www.boyslife.org)

**Knot of the Month**  
**Cub Scouter Training Award**  
*Kommisioner Karl*



The Cub Scouter Award is available to all registered adult leaders in the Pack, including committee members. The requirements focus on building a better or more effective Pack program. You must complete two years a registered Scouter, fast start, basic and specific training for any position, and be current with Youth Protection Training. In addition, you must complete 5 of 10 options for providing leadership to the pack, via planning special events, training, promoting program basics or assisting program ideas for

other leaders. For a downloadable progress record and to see these options, go to:

<http://www.scouting.org/filestore/pdf/34169-54.pdf>

Chances are, if you are working as a den leader in your Pack; you will complete these requirements over the two years that you are not earning your Den Leader and Webelos Leader awards. You may have Pack Committee members that have done this as well, so get them to training and get them their recognition!

For information on all Cub Scout Leader Awards go to:

<http://www.scouting.org/cubscouts/resources/CSLeaderRecAwards.aspx>

**GATHERING ACTIVITIES**

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

**The Hidden Fleet**

*Baltimore Area Council*

Go Forward, Backward or Diagonally to find the names of the fourteen different kinds of ships below: (We've done the first one, to show you how)

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

- |          |         |            |
|----------|---------|------------|
| YACHT    | SLOOP   | CUTTER     |
| KETCH    | GALLEON | BARK       |
| SCHOONER | CLIPPER | JUNK       |
| TUG      | CANOE   | BRIGANTINE |
| CORVETTE | SAMPAN. |            |

**School of Fish**

*Voyageur Council*

Pin pictures of fish on people as they arrive. Have cutouts of swordfish, tuna, trout, catfish, etc. On a signal, they are to see which "school of fish" can assemble first.



**Scrambled Water**

*Longhorn Council*

When you unscramble the following words, you will know eight kinds of bodies of water.

KEAL	NECOA	YOUBA
DROJF	FULG	GOANOL
NOPD	VERIR	

Answers: lake, ocean, bayou, fjord, gulf, lagoon, pond, river

**Underwater Words**

*Longhorn Council*

How many words can you make from the letters in the word UNDERWATER? Who can make most words? How about the longest? (At least 80 are possible! Probably even more.)

**It's Raining Cats and Dogs!**

*Alice, Golden Empire Council*

Using the list of Water Proverbs under Theme Related, you can:

- ? Put half of a water saying on one person's back and they must locate the person with the other half of their saying by asking only questions that can be answered with "yes" or "no".
- ? Have individuals, families or dens pick a water saying out of a bag – they then act out their saying as Charades. Winning person or team gets the most correct answers and has first chance at the refreshment table.
- ? Have each team (den, family, or boy and parent) pulls a phrase out of a bag and explain the meaning of the phrase – give an extra point for a good example.

**Have an H2O Olympics:**

*Alice, Golden Empire Council*

Use teams made up of dens or families. Have the following "events" set up around the room, and have a "judge" keep track of each team's scores:

- ✓ **Pole Vaulting – Over the Top** – Fill a clear plastic cup with water to the brim. Add pennies one at a time till the water spills over the top.
- ✓ **Balance Beam** – Using an eyedropper, add drops of water to a penny's surface. Continue till the water spills over or the drop collapses.
- ✓ **Sculling Contest: Bubble Power** – Cut out two boat shapes from a piece of cardboard (see pattern); Cut a small notch in the center rear of each boat and place a soap chip there. Boat shape can be altered by the team with scissors. Put boats in a tray filled with water and on signal, each team lets their boat go to see which one goes fastest.
- ✓ **Backstroke Competition** – See which team can suspend the most paper clips on the surface of the water. (Hint: Lay the paper clip on the tines of a fork and lower clip into the water) Use a magnifying glass to get a better idea of what's happening on the surface of the water.

These would also make great den games!

**Build a River**

*Alice, Golden Empire Council*

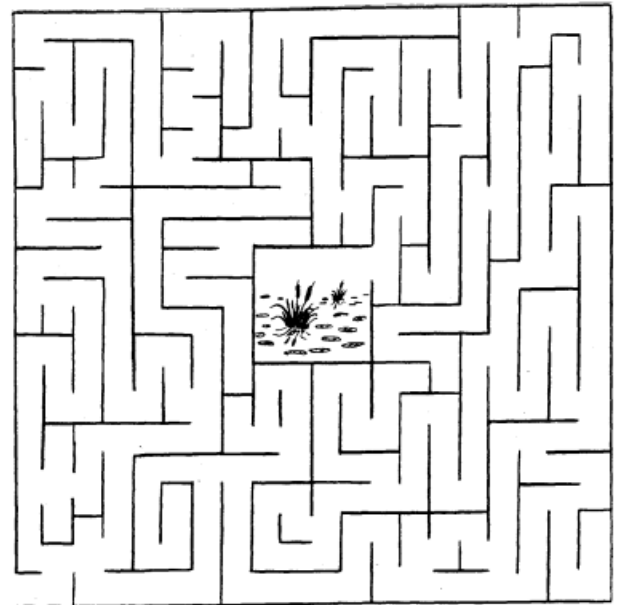
The object of this activity is to put together all the components of a river (or ocean, or stream, or lake – whatever is most common in your area)

- Make up sets of cards with things that make up a river (or whatever body of water you are using) written on them – For a river you may have - water, riverbank, rapids, waterfalls, sand, mud, various kinds of fish, turtles, birds, insects, various kinds of plants, bushes, flowers, trees, pebbles, boulders, bridges, beaches, swimming hole, beaver dam, marshy area, snag in water, sand bar, man-made dam, etc. Make enough sets for each den, family or assigned group to have one.
- Each completed "river" is made by people holding cards or taping them to the wall.
- Once the "river" is completed, the group chooses a name for their "river," as well as characteristics for their river.
- They should also come up with a conservation project to maintain or improve their river's health.
- Each group gets to share their project with the whole pack.

**Mink in a Maze**

*Voyageur Council*

Every wild animal must live in its chosen habitat. The mink prefers a riparian habitat. Can you help it find its way to the pond at the center of the maze?



**Ocean Objects Word Search**

*Voyageur Council*

Find these things that can be found in or on the ocean. Look up, down, across, backwards and diagonally:

- |         |         |            |
|---------|---------|------------|
| BOAT    | OCTOPUS | BREEZE     |
| PELICAN | CORAL   | SALT       |
| CRAB    | SAND    | EEL        |
| SEA     | FISH    | SHARK      |
| FLOTSAM | SHIP    | FOG        |
| STORMS  | GULL    | SUB        |
| ICEBERG | WAVES   | LIGHTHOUSE |
|         | WHALES  |            |

*The remaining 13 letters, in order, spell the name of a beautiful sea.*

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

**How Many Words**

*Baltimore Area Council*

- ✓ Give each boy a pencil and a piece of paper.
- ✓ See how many words they can make out of the letters in the word "RIVERBOAT."
- ✓ Each letter may be used only once (except "R" which may be used twice since there are two of them).
- ✓ "RIVER" and "BOAT" do not count.

**Crossing the Quick Sand**

*Circle Ten Council*

Place small pieces of masking tape on the floor to form a twisty line of stepping-stones with some close together and others far apart. Each Cub in turn tries the course while balancing a tennis ball on a flat board.

**Fishing in the Tropics**

Place a dishpan with many plastic or rubber items in the bottom, on the floor in the middle of the room. Provide a fishing pole consisting of a stick about two feet long, on one end of which is fastened a string with a hook. Velcro works great. Be sure you put Velcro on the items in the sea. As they arrive, give each Cub Scout three minutes to snag as many "fish" as he can, and award a small prize when finished.

**Float the Needle**

Have bowl of water and a needle and challenge boys to try to make the needle float. *After they have tried and failed, place a small piece of tissue on water and the needle on top of that. As the tissue gets wet, it will sink to the bottom. The surface tension of the water will allow the needle to remain afloat.*

**OPENING CEREMONIES**

**The Six "Ships" of Scouting**

*Baltimore Area Council*

*A True Scouting Classic! CD*

**Arrangement:** 6 Cub Scouts hold large cardboard cutouts of ships, on which have been printed the following words; SCHOLAR-SHIP; FELLOW-SHIP; FRIEND-SHIP; SPORTSMAN-SHIP; WORKMAN-SHIP; STATESMAN-SHIP on the front and their parts on the back in LARGE print.

**Cubmaster:** Tonight, Den \_\_ would like to tell you about the Six Ships of Scouting. These are ships that were launched to sail the Waterways of the USA – strong and mighty... ships that will last forever.

**Cub # 1: SCHOLAR-SHIP.** This ship is very important on the Sea of Education. On her deck stand such officers as Ambition, Determination, Intelligence and Application. Her flag bears symbols of the letter "A" and the plus sign.

**Cub # 2: FELLOW-SHIP.** This ship stands for good spirit, fine cooperation and never-failing unity. Its flag floats high - the flag of Scouting.

**Cub # 3: FRIEND-SHIP.** This is the most handsome ship of all. It is true blue and its flag is golden - since friendship itself is golden.

**Cub # 4: SPORTSMAN-SHIP.** This is the ship that's fair and square. It never veers from its course. Its flag is never at half-mast.

**Cub # 5: WORKMAN-SHIP.** This ship's every line, every part, every mast, represents the best that a person can give. Its flag wears a laurel wreath.

**Cub # 6: STATESMAN-SHIP.** This ship represents wise guidance, constant counsel, unselfish interest and sincere endeavor. Its flag is white for purity.

**Cubmaster:** And there you have six strong and sturdy ships to brave the Waterways of the USA. Three cheers for the Scouting ships!

**WATER 101 OPENING***Santa Clara County Council*

**Arrangement:** Cubmaster is dressed in a long laboratory coat and slacks that are easy to remove, holding a clipboard, and carrying a briefcase. (He is wearing beach clothes underneath the slacks)

**Cubmaster: (Very seriously):** Welcome to our Water 101 college pack meeting. I am Professor Cubmaster and I hope that you are all prepared to listen closely and take notes. We are here today to learn about a very important substance-- H<sub>2</sub>O, otherwise known as water. Now the first thing we will study is the molecular structure...

**Pack Committee Chair: (Runs in to interrupt Cubmaster)** Excuse me, Professor, but today's pack meeting is Fin Fun. We are supposed to have fun with water, not lecture in Water 101.

**Cubmaster:** Oh, but I'm sure my secretary told me about a Water 101 lecture I was to give today. (*Consults pocket calendar.*) How embarrassing. That's next week. Luckily, every good Scouter comes prepared for nearly everything. Excuse me a moment. (*Cubmaster goes away and comes back in beach-going clothes. He opens his briefcase, pulls out sandals, a beach towel, snorkel and fins. He also takes out a small water squirter and squirts the committee chair.*) Today we are going to have water activities. It's going to be fun! Who's ready to join me??

**Raingutter Regatta Opening***Baltimore Area Council*

**Set Up -** Have the boatswain (a good whistler) give a long, drawn-out note, dropping to a lower tone near the end, to welcome the Skipper (Cubmaster) aboard. Cubmaster then calls for each ship's crew section (Den) to give its Den yell. The entire crew (Pack) then stands, pledges allegiance to the flag and sings "Row, Row, Row Your Boat" as a round.

**Safe Swim Opening***Voyageur Council*

**Arrangement:** Make card for each letter. Write the line for each boy in LARGE print on the back. The boys can carry water activity toys such as inner tubes, balls or snorkeling equipment.

**Cub # 1:** S S is for Scouts, we have fun.

**Cub # 2:** A A is for Activities, out in the sun.

**Cub # 3:** F F is for Friends, your buddies in the pool.

**Cub # 4:** E E is for Excitement, but keep your cool.

**Cub # 5:** S S is for Safety. That must come first.

**Cub # 6:** W W is for Water, not only for thirst.

**Cub # 7:** I I is for Instructions we follow with care.

**Cub # 8:** M M is for Merriment we all love to share.

**ALL** Putting them all together and we have SAFE SWIM. Let's be safe and we will all win.

**Spirit of Scouting**

**Setting:** Before the opening ceremony, place a candle at one side of the stage or room but in view of everybody. When the time for the opening ceremony, the Cubmaster make the following statement.

**Cubmaster:** (light candle) This candle represents the spirit of Cub Scouting. It is going to burn throughout our meeting, representing the fun and friendship we have enjoyed together here. Let's all stand and give the Pledge of Allegiance to the Flag.

**OCEAN***Circle Ten Council*

Have large cards with the letters O C E A N on them for the Cubs to hold and read from.

**Cub # 1:** O – O is for Old Glory that we wave with pride.

**Cub # 2:** C – C is for colors we see each night with joy.

**Cub # 3:** E – E is for evenings that give us pleasant thoughts.

**Cub # 4:** A – A is for awareness of the beauties of the sea.

**Cub # 5:** N – N is for Neptune, the mythical God of the sea, who rules his kingdom with love.

**Leader:** Put it all together, it is OCEAN; it borders our land and gives us much to be thankful for.

**Cub Scout Fish Opening***Voyageur Council*

**Arrangement:** 8 Cub Scouts holding cardboard pieces, which make a fish when put together. Each part is lettered, so that all together they spell CUB SCOUT, C being the head of the fish and T the tail. Each boy's lines are written on the back of his card in LARGE print.

**(Boys enter one at a time and repeat their lines in order.)**

**Cub # 1:** (Head of Fish) C is the part we build on. It stands for COURTESY in Cub Scouting and all through life.

**Cub # 2:** U is next. This part stands for UNITY, because united we are strong.

**Cub # 3:** B is the next added. That stands for BRAVERY in all our thoughts and all our deeds.

**Cub # 4:** S is next and that stands for SAFETY. We learn it and use it.

**Cub # 5:** C adds some more and it stands for CHURCH-- the one of your choice.

**Cub # 6:** O is building it stronger, and it stands for OUTDOOR life, which is full of fun and adventure.

**Cub # 7:** U is near the finish and it stands for UNDERSTANDING, something that all our families have.

**Cub # 8:** (Tail of Fish) T is the tail that guides us. It stands for TRUTH in all things.

**All:** Will everyone rise and please join us in the Pledge of Allegiance?

**Seaside Opening**

*Capital Area Council, TX*

**Personnel:** Cub Scouts

**Equipment:** A beach bucket and shovel with empty squirt guns for each Cub and Den Leader

**Set Up:** The Cubs come in and line up carrying their buckets and shovels. The squirt guns are inside the buckets out of view of the audience. It would also add to the effect if the Cubs rolled up their pants legs (or wear shorts) and have bare feet. They could also pantomime actions.

- Cub #1:** Here at the beach there is so much to see!  
Look on the ocean is a sailboat!
- Cub #2:** Yeah! They're great. But the waves are really fun. I love to run into the water and let the waves push over me.
- Cub #3:** Do you know what I like? I think the seagulls are cool! They attack when you sit down to have lunch.
- Cub #4:** Yeah! But have you ever been able to find a starfish at the edge of the water. That's really cool!
- Cub #5:** Do you know what else is fun! Hunting for clams. They bury themselves in the sand and when you get close to getting them--they squirt!!

*(Cubs reach in their buckets and use their squirt guns to \*squirt\* the audience.*

**Swim Party Opening**

*Capital Area Council, TX*

This opening is for use if you are having your pack event at a swimming facility.

Have all the boys stand around the edge of the shallow end of the pool or the side of the beach.

On signal, they are to jump or wade into the water and make a circle in the pool.

**CM** Now that we are all together, please repeat the following pledge after me:

"As a Cub Scout:

I promise to be careful in the water  
I will observe water safety rules at all times,  
When I am with a group around water I will encourage others to do the same.

**CA** Please join us in the Pledge of Allegiance.

**AUDIENCE PARTICIPATIONS**

**On The Beach**

(a MadLibs)

*Baltimore Area Council*

Create a list ahead of time of the types of words needed for the story, and ask the audience to provide the words to fill in the blanks in the story. The narrator reads the story. Filling in the blanks with the words provided by the audience.

- Plural Noun \_\_\_\_\_
- Body Part \_\_\_\_\_
- Verb \_\_\_\_\_
- Body Part \_\_\_\_\_
- Noun \_\_\_\_\_
- Noun \_\_\_\_\_
- Plural Noun \_\_\_\_\_
- Adjective \_\_\_\_\_
- Verb \_\_\_\_\_
- Plural Noun \_\_\_\_\_
- Exclamation \_\_\_\_\_
- Person in Room \_\_\_\_\_
- Noun \_\_\_\_\_

If you want to enjoy yourself at the beach, you should bring your **\_plural noun\_**. Before exposing your skin to the sun, you should put suntan oil on your **\_body part\_**. Rub it on your face; then smear it all over. Be sure that it's rubbed in thoroughly. Then go into the salt water and **\_verb\_**. When you come out of the water, don't dry your **\_body part\_**. Lie down on a(an) **\_noun\_** and soak up the rays. It's fun if you bring a(an) **\_noun\_** to play with at the beach, I like to build **\_plural noun\_** with sand. You see all sorts of bodies at the beach. Some are **\_adjective\_** like your own. You can **\_verb\_** on the beach. Some beaches allow you to sunbathe without your **\_plural noun\_**, **\_exclamation\_** ! My friend, **\_person in room\_** went to a beach without his/her **\_noun\_** and got so sunburned that he/she had to walk home.

**Fisherman's Luck**

*Circle Ten Council*

In this audience participation, the audience will be divided into the necessary number of groups and each group will say the following lines when their name is called:

- Fisherman Great day for fishing
- Fish Bubble, Bubble
- Worm Wiggle, Wiggle
- Reel Everyone pretends to reel in a fish

Once there was a FISHERMAN who went FISHing on a sunny April day. He was hoping to catch a big FISH. He found a nice spot and stopped along the river.

The FISHERMAN put the REEL on his rod, and a worm on his hook and started to FISH. He patiently waited and waited, but no FISH came to eat the WORM on the hook. The FISHERMAN decided to leave his hook and WORM in the water and take a little nap. He was awakened by the screeching sound of his REEL; sure enough he had hooked into a great big FISH.

The FISHERMAN wounded in the REEL and to his surprise he found a stick on the end of his hook. The WORM was gone. So the FISHERMAN put another WORM on his hook and tossed his line into the water. Again he was awakened by the sound of the REEL, this time he found a tin can on his hook. "This is getting frustrating" he said, "I really want to catch a FISH before I run out of WORMS".

One last time the FISHERMAN threw this line into the water and set his rod and REEL beside him. The sound of the REEL woke him once again. This time however he

could not REEL in his FISH he knew for sure that his WORM was ling gone. He REELED and REELED until finally a large black fin rose out of the water. The FISHERMAN has caught a submarine. Riiinnng . . . went the alarm clock the FISHERMAN rolled over and said "six thirty in the morning". The whole trip had only been a dream.

### IN SEARCH OF SUN SCREEN

*Sam Houston Area Council*

Divide the audience into four groups. Assign a part to each group and have them practice. As narrator, read the story, they respond to the appropriate word.

Timmy: "I love to swim".  
 Cub Scouts: "Do your best".  
 Swim/Swimming: "Splash, splash, splash".  
 Sun Screen: "Aaaaaaaa-Oooooooo".

The day of the summer Pack meeting was hot and dry. That was good because it was to be a SWIMMING party. The CUB SCOUTS and their families were to meet at the Miller's house at noon. TIMMY started getting ready at 9 O'clock in the morning. He loved to SWIM. He had just completed SWIMMING lessons at the local SWIMMING pool and had his card stating that TIMMY had passed Advanced Beginners. He knew all his CUB SCOUT friends would be surprised. It was just last year that TIMMY could not SWIM at all.

TIMMY found his SWIMMING suit and towel and even his thongs without any trouble. But search as he might he could not find his SUN SCREEN. This was terrible. All the CUB SCOUTS had learned the importance of always using SUN SCREEN at one of the Den meetings. TIMMY knew that he must protect his skin from the intense summer sun while he was young so that he would not get skin cancer when he got older. Also, he did not want to get a bad sunburn. One of his friends in CUB SCOUTS had fallen asleep in the sun and couldn't sit down or lay in bed comfortably for a week!

"Where are you, SUN SCREEN?" asked TIMMY as he started looking through the house again. It was almost time for the SWIMMING party. He didn't want to be late. That was when he found it. Way in the back of a bathroom drawer, there was the SUN SCREEN. He grabbed it but to his dismay, the tube felt very light. Oh, no! The SUN SCREEN tube was empty. TIMMY could not squeeze out even one little drop. What could he do? There was no time to go to the store before meeting the CUB SCOUTS for the SWIMMING party. And he knew he should never go SWIMMING without his SUN SCREEN.

Just then, TIMMY's big brother Weston came bursting through the kitchen door. "What's the matter", he asked when he saw TIMMY sitting dejectedly in the living room? I'm all out of SUN SCREEN. I can't go SWIMMING with the CUB SCOUTS, was the reply. "Here, you can use mine", said Weston, tossing his little brother a new tube of SUN SCREEN. TIMMY couldn't believe it. Just that fast was his problem solved. "Thanks, Wes!" TIMMY shouted as he headed out the door to the SWIMMING party with the CUB SCOUTS. And for a whole week he didn't say anything bad about his brother!

### Water

*Capital Area Council, TX*

Narrator reads story. When audience hears a "water" word, they do a wave, like at sporting events.

One upon a time, there lived a poor merchant from Botany **Bay**. He sailed across the **Seas** to distant lands. He traveled with his dog, Bruno. During **Ocean** voyages, he missed his family.

On one of these **Sea** journeys, the poor merchant traveled to the island of Catomania. He heard a loud caterwaul as he entered the **Bay**. The island had a terrible problem. Too many cats! The king begged him to help. The poor merchant let loose his trusty Bruno. Bruno chased the cats on board the ship in the **Bay**.

The poor merchant quickly set sail for the high **Seas**, with a shipload of cats. At the next port, the island of Micea, he found another island with a problem. They had never seen a cat before. The island was run over with **Sea** gulls. There was practically not a place to land his ship because the gulls covered the **Water's** edge. He was able to sell all of the cats to the inhabitants of Micea. The cats who were hungry after the long **Ocean** journey, gobbled up all of the gulls but two who flew to the top mast of the poor merchant's ship in the **BAY**.

The merchant sailed for many days in the **Ocean**. When he reached America, he brought out his caravan of camels. They pulled his ship right to the Rio Grande **River** in Albuquerque. He found the pioneers wrestling with a plague of locusts. The quick-thinking merchant threw a stone at the giant gulls. They swooped down and hungrily devoured the locusts. The pioneers who were still settling in, didn't have much to trade, so he let his camels have a drink from the **River** and was on his way again.

The next stop was an island called **Waterworld**. There was so much **Water**, the islanders had a hard time eating, sleeping, working or playing. The camels smelled the **Water** as soon as they made port and stampeded. Soon, the excess **Water** was gone. The islanders thanked the merchant by presenting him with a cargo hold full of umbrellas. They wouldn't be needing them anymore.

When the merchant arrived home, his family **Rained** tears of joy. The tears poured for days and days. The wise merchant who knew it never **Rains** but it pours, sold the cargo hold of umbrellas to the good citizens, and became the now rich merchant from Botany **Bay**.

### Robinson Crusoe's Diary Capital Area Council, TX

This is a nonsense game that never fails to crack them up - the sillier, the better! Names of objects are written on slips of paper and dropped into a container. As "Mr. Crusoe" reads his diary, each "sailor" takes turns drawing from the container to fill in the blanks.

Copy these phrases on slips of paper:

A ship	A dove	A bonfire
A big tree	Dandelions	A wild goat
30 cannibals	A loud noise	Some gunpowder
My tent	A strong fence	A chest of gold
A goatskin	A pile of straw	A piece of canvas
My fieldglasses	All my belongings	A table and chair
A cup of goat's milk	The top of the hill	

"This morning I woke up early and ate my breakfast, which consisted of \_\_\_\_ and \_\_\_\_\_. Afterward, I took my saw and hammer and built \_\_\_\_\_. Since I was shipwrecked and alone, I had to go hunting in the woods to see what I might have for lunch. I forgot my gun, so I had to capture \_ with my bare hands. I also tried to catch \_\_\_\_\_ to but could not run fast enough. I went home to my cave, sat down in \_\_\_\_\_ and ate my lunch. Since my clothes were all lost as sea, I decided to make myself something to wear. I made a pretty neat hat from \_\_\_\_ and a coat out of \_\_\_\_\_. I decided to wrap my feet in \_\_\_\_\_. Suddenly, I heard a \_\_\_\_\_ and rushed out and climbed into \_\_\_\_\_. I looked through \_\_\_\_\_ just in case I might see \_\_\_\_\_. I didn't but there on the beach I saw \_\_\_\_\_ dancing in wild glee around \_\_\_\_\_. Running up the trail toward my hideout was \_\_\_\_\_ crying out and looking very frightened. I hid the poor thing behind \_\_\_\_\_. I then found my gun, loaded it with \_\_\_\_\_ and stood guard over \_\_\_\_\_. When it seemed safe, I got busy and built \_\_\_\_\_ all around \_\_\_\_\_. Then I finally lay down in my comfortable bed, mad of \_\_\_\_\_, and slept soundly.

## ADVANCEMENT CEREMONIES

### Waterways Advancement Ceremony

*Jim Jones, Great Salt Lake Council*

*I want to thank Jim for sending me his original ceremony for this theme to share with all Baloo Readers. CD.*

**Set Up** – All parts are read by same person, or it could be broken up amongst Den Leaders, Assistant CM(s) and others. No props are required but pictures illustrating the various waterways would add to the ceremony (and the words could be placed on the back of the picture). *If you want to get really creative, have the CM and an Assistant dress up as Lewis and Clark and modify the text to have them telling the story of their journey.*

In 1804 Meriwether Lewis and William Clark began a journey at the request of President Thomas Jefferson to explore the west in search of a water route to the Pacific Ocean. Much of their journey was traveled on the great waterways and rivers of North America.

Tonight we honor others on their own journey of discovery. Will the following Cub Scouts and their parents please come

forward? (*Call forward all the Cub Scouts receiving their Bobcat Award.*) These Cub Scouts represent the trickles of water from melting snow and ice that are the headwaters of America's rivers and waterways. These Cub Scouts have earned the Bobcat Badge. (*Present Bobcat Badges*)

As these trickles of water come together they form small rivulets. As Bobcats grow they may come together in the Tiger Den. Would the following Cub Scouts please come forward with their parents? (*Call those Cub Scouts forward that are receiving their Tiger Badges.*) These boys represent those rivulets. Each of these Cub Scouts has earned his Tiger Cub Badge. (*Present Tiger Cub Badges.*)

As these rivulets grow and move forward in their flow, they become streams. Would the following Cub Scouts please come forward with their parents. (*Call those boys forward that are receiving their Wolf Badges.*) These boys have grown and progressed in their Scouting journey of discovery and earned the Wolf Badge. (*Present Wolf Badges.*)

The streams grow and join becoming the rivers that are the tributaries of the great American Waterways. The Bear Den represents those tributaries. Would the following Cub Scouts please come forward with their parents. (*Call forward the Cub Scouts receiving the Bear Badge.*) These boys represent those tributaries in their own journey of discovery. They have earned the Bear Badge. (*Present Bear Badges*)

When those tributaries come together to form the great American Waterways, the journey is almost complete. Would the following Cub Scouts please come forward with their parents? (*Call forward Cub Scouts receiving the Webelos Badge.*) These boys represent Lewis and Clark's Mississippi River. Each of these Cub Scouts has earned the Webelos Badge. (*Present the Webelos Badge.*)

Would the following Cub Scouts please come forward with their parents? (*Call forward the Cub Scouts that are receiving the Arrow of Light.*) The greatest Waterway in America is the Mississippi River. This is the beginning and ending point of Lewis and Clark's journey of discovery. As great as the Mississippi River is, it eventually empties into the Gulf of Mexico ending its journey. Tonight these Cub Scouts are ending their journey of discovery in Cub Scouting and receiving their Arrow of Light, Cub Scouting's highest honor. (*Start your Pack's traditional Arrow of Light Ceremony here*)

### Fishing Trip Advancement Ceremony

*Baltimore Area Council*

**Setting:** The Cubmaster, or whoever is going to lead the advancement ceremony, is starting down memory lane of a recent fishing trip that he made. He starts to relate it to Cub Scouting.

**Props:** Cubmaster will need clothing for fishing, a pole that is hooked up with a magnetic hook. Cub Lake (some type of tub container to be the fishing hole). Advancements on fish as described below.

**Cubmaster:** Well, before I tell you who is getting awards tonight, I want to tell you about my latest fishing trip. You all know that any good fisherman will get up before dawn to prepare himself to go fishing. That is when this

day started for me. There are seven things I have to do to get ready for a fishing trip, and as I was doing these things, I remembered the seven requirements that my son had to do to get his Bobcat Badge. Just like I prepared to go fishing, my son had to prepare himself to be a Cub Scout.

Call up Cub Scouts and their parents who are getting their Bobcat Badges.

Scouts, here at Pack \_\_\_\_\_, we are really proud of your accomplishment of completing the 7 requirements for the Bobcat Badge. And just like I have to have a license to go fishing, you have to become a Bobcat to go on in Scouting. Scouts, tonight I'm presenting your parents with your Bobcat Badge. When they give it to you, I want you to always remember how you prepared yourself for Scouting.

***Present badges on pretend fishing licenses to the parents***

Well, let me continue on with my fishing trip. You won't believe the trouble that I had! Before I even got to the lake, I got lost, and had to look at a map. I then had to make a phone call because I forgot to leave a note to let my family know where I was going to be. Then, once I was at the lake, things didn't get any better. I dropped my bait bucket, I cut my finger. I got knots in my fishing line, I even had to go back to the car for the lunch that I had packed. But you know, some nice things did happen to me too. The day was beautiful, birds were out singing in the trees, and the trail to the lake was clean. I saw some really neat plants growing along side of the path, and I found a really great rock for my son's collection.

Oh, yes you are probably wondering what all of this has to do with Scouting. Well, as I was having all of these problems I remembered the that Tiger Cubs had to look at a map and go Outdoors.

And I thought of the 12 Achievements that Cubs have to do to get their Wolf and Bear badges. And you know, some of the things that they had to learn I needed that day. The first aid for my cut finger, the knots in my line, and the lunch I did remember to pack. In Cub Scouts, boys get a really good understanding of nature and how to take care of the land around them. That path was so clean I bet some fisherman who had been in Cub Scouting had come before me.

So I did go fishing, and caught (*insert number of Tiger, Wolf and Bear advancements that you have*) really nice fish. Here let me show you.

***Cast your line into Cub Lake and catch fish for the Tiger Badge(s), Wolf badge(s), and the Bear Badge(s)***

*Call up the Cubs with their Parents. If a large number, You may wish to separate by rank. Be sure very boy receives individual recognition.*

Scouts, you are receiving your Tiger Badge tonight, and, along with your parents, your Pack is really proud of you and the work you have done. Congratulations.

Scouts, you are receiving your Wolf Badge tonight, and, along with your parents, your Pack is really proud of you and the work you have done. Congratulations.

Scouts, you are receiving your Bear Badge tonight and you have shown us that you take your Cub Scouting seriously. Congratulations.

Well, my fishing trip continued on for a few more hours and I continued to think about Cub Scouting. I thought about how each of the Webelos Scouts earn the different Activity Badges, the badges give the Scout a taste of what Boy Scouting will be like. They just sort of cover what a Scout that is in 4th and 5th grade needs to know.

Will our Webelos leader please come up here tonight. I'm going to go fishing and see if I can find any Webelos Activity Badges down here. Yes there do appear to be a few.

***Have Webelos Leader give out the badges to the boys***

I want to thank each one of you tonight for coming along with me on this trip, Scouting and fishing sure do have a lot in common, don't you agree?

**SEA ADVENTURES**

*Circle Ten Council*

**Cubmaster (CM):** When a boy wanted to be a sailor, he would hire himself on as a cabin boy. There he learned the terminology of the ship. He learned his knots and the rigging.

**Assistant Cubmaster (CA):** When a boy wants to become a Cub Scout, he must learn the basics of Scouting. When he learns the Promise, the Law, the sign, the salute, the handshake, the meaning of Webelos, and the motto, a boy then becomes a Bobcat. Will the Bobcat recipients please come forward with their parents?

*(Present awards to parents to pin on their son)*

**CM:** A sailor quickly learned to use maps and charts so he could see where they are and where they are going. So too, does a Tiger Cub Scout grow. He learns about his town by looking at a map and going places in the town. After he finishes this and the other four Achievements, he is recognized as a Tiger. Would our Tiger Cubs and their parents please come forward?

*(Present awards to parents to pin on their son)*

**CA:** A sailor boy's knowledge of the sea did not end there. As he traveled about the world, he saw many different types of ships and their uses. His world would become larger. So too, does a Cub Scout grow. He learns about his national flag, about his family and world, about tools, and about many other things. It is then that he is recognized as a Wolf. Would our Wolf Cubs and their parents please come forward?

*(Present awards to parents to pin on their son)*

**CM:** A sailor even today has to know the methods of ship communication, whether it be flags or radio. He needs to know about radar. A Bear needs to be more aware of God and worship, more about wildlife and the environment, more about family life and more about strengthening his body. Will our Bear rank recipients and their parents please come forward?

*(Present awards to parents to pin on their son)*

**Webelos Leader 1(WL 1):** A sailor soon learns about tides and the sea currents. He learns to use these to travel. A Webelos Scout must earn several different kinds of activity badges to help prepare him for the future. Will our Webelos and their parents please come forward?

*(Cubmaster presents awards to parents to pin on their son)*

**WL 2:** Finally, a sailor has a destination, a goal; he must know where he is and how to get where he is going. He uses the constellations and the North Star to guide him. He uses a compass and a sextant to chart his course. So, too, does a Webelos Scout. He has earned more activity badges to give him skills for the future. He has visited Boy Scout troops, as he plots his course. He has filled out a Boy Scout application form. He is deciding on his goal, maybe even an Eagle Scout. Will our Arrow of Light recipients and their parents come forward?

*(Cubmaster presents awards to parents to pin on their son)*

### **Goin' Fishin' Advancement**

*Baltimore Area Council*

***This ceremony can be used indoors or at the waterfront.***

#### **If you are indoors,**

Pin the badges that were earned to a cardboard fish.

Make a fishing pole out of a dowel, string, and a paperclip hook.

Put paperclips bent into circles into mouths of the fish.

Make the fish different colors according to the badge pinned to it and tell each boy who earned an advancement to go fishing for a (color) fish. (e.g. red fish for Wolf)

Make a statement about the boys' achievements and have the parents help the boy if needed.

**If you are at the water,** you could use the same process or you could use the water instead of a bucket to put the fish in. Simply wrap the badges tightly in aluminum foil and have the one who swims best in the water with the badges. When the boy casts his line out, the swimmer can attach the proper badge to the hook and give it a tug.

### **SCHOOL OF FISH ADVANCEMENT**

*Circle Ten Council*

**Equipment:** A poster board or a sheet colored blue imitating water gradually getting deeper, five different size fish made of cardboard, awards.

**Setting:** Cubmaster is in front of room with water behind him.

**Cubmaster:** The small fish starts out in shallow water (Place smallest fish in shallow water) and the first step is to learn how to maneuver in the water, just as our beginning Scout is becoming familiar with Cub Scouting. The first part

of becoming a Cub Scout is that of a Bobcat. Would the following boys please come forward with their parents? (**Award badges**)

**Tiger Leader:** As our small fish grows (place the next fish further out in the water) he moves a little further into the water finding new adventures and discovering new areas. Just as our fish is developing so is our Cub Scout. The next step is that of a Tiger. Would the following boys please come forward with their parents? (**Cubmaster awards badges and/or arrows**)

**Wolf Leader:** As our small fish becomes stronger and larger (place the next fish further out in the water) he moves further into the water finding new adventures and discovering new areas. Just as our fish is developing so is our Cub Scout. The next step is that of a Wolf. Would the following boys please come forward with their parents? (**Cubmaster awards badges and/or arrows**)

**Bear Leader:** Our fish has grown into a larger fish (place 3<sup>rd</sup> fish further out in the water) and has moved out further into the water becoming more acquainted with the other fish and is learning to maneuver faster in the water. Just like the fish, the Cub Scout is learning and meeting more challenges and is becoming more acquainted with the pack. The next step is that of the Bear. Would the following boys please come forward with their parents? (**Cubmaster awards badges and/or arrows**)

**Webelos Leader** Our fish has finally reached the stage where he can go into the deepest water (place largest fish in the deepest water) and has learned quite a lot about the water and what lies in it. This stage of growth is like that of the Webelos. The Webelos has matured and learned much about the pack and is ready to move on into Boy Scouting. Would the following boys please come forward with their parents? (**Cubmaster awards Webelos badge and/or activity pins**)

**Assistant Cubmaster** Just as the fish has developed and has gone out into deeper water, we know our Cub Scouts have learned and developed as we send them on into Boy Scouting and beyond.

### **WATER FUN**

*Circle Ten Council*

**Props:** Various items used in the water: (e.g. mask, snorkel, fins, ski tube, skis, etc.) and leaders wearing them. Cubmaster needs to have a fishing hat and vest available.

Have a fish tank or fish bowl and enough dowel rods with strings attached to badges in plastic sealed bags. These are the awards for the boys.

**Cubmaster:** Water fun is something that is enjoyed by nearly everyone. We have some special people here tonight to show you ways to have fun in the water.

**Cub #1:** Mask man The person who does not want to get water on his face, or the person who does not want to be seen.

**Cub #2:** Snorkeler The next person thinks he/she is a shark. They think they are a part of the great white shark family. In fact, \_\_\_\_\_ is a card-holding member of the JAWS fan club.



**Cub #3:** Finner This person only walks on the beach and leaves big prints in the sand. He's hoping you think that Bigfoot has reappeared.

**Cub #4:** Tuber This person is someone who has always wanted to drive on water, but has not yet figured out how.

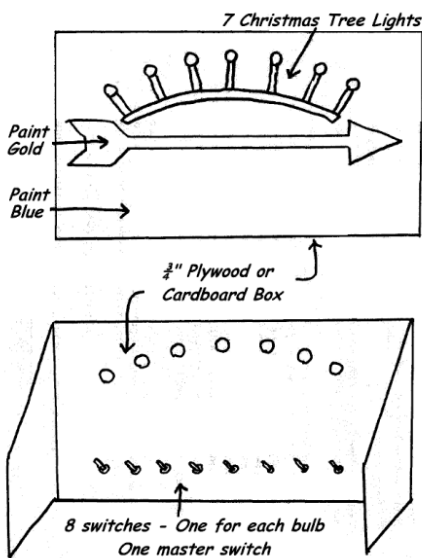
**Cub #5:** Etc. *(make up your own to fit the props)*

These are just a few of the items that can be used to have fun in the water. Fishing is also very popular. (Put on fishing hat and vest.) In this fish tank I have caught some badges for Cub Scouts who have advanced in rank. (Pull badges out one by one and call boy forward with his parents.)

**Arrow of Light Ceremony**  
*Baltimore Area Council*

**PERSONNEL:** Webelos Leader or Cubmaster; Webelos Scout(s); parents.

**EQUIPMENT:** Ceremony board (see illustration)



**ARRANGEMENT:** Room is in darkness. Leader introduces Webelos Scout(s) who are receiving Arrow of Light, and explains they have met the requirements to receive the highest award in Cub Scouting.

**LEADER:** The purpose of Cub Scouting is to light the way to Boy Scouting.

The first rank in Cub Scouting is Tiger. (Turn on first light) A First Grade Cub Scout must complete 5 Achievements to earn this rank.

Before becoming a Bobcat a Cub Scout learns the Cub Scout Promise, the Law of the Pack, the Cub Scout sign, handshake; motto and salute. (Turn on second light)

The rank for second grade (eight year old) Cub Scouts is Wolf. (Turn on third light) Twelve achievements are required to earn the Wolf badge. Then he works on arrow Points until he is in third grade (nine years old). He can earn as many Arrow points as time and ambition will allow.

Twelve achievements are required for the Bear badge. (Turn on fourth light) You can see that as a boy progresses in Cub Scouting, his way becomes lighter. After receiving his Bear badge, he works on Arrow Points until he is in fourth grade (10 years old)

Now he becomes a Webelos Scout. (Turn on fifth light) They wear the Webelos tri-colors on their sleeve and work on Activity Badges to pin to the Tri-colors. To earn the Webelos badge, he must earn the Fitness and Citizen Activity Badges, plus one additional Activity Badge. Webelos stands for "We'll Be Loyal Scouts" and it is the name of the Indian tribe of which Akela is chief. The Webelos Scout is older. He can do more for himself. His parents no longer sign for his advancement; his Webelos Leader does this.

When he is in fifth grade, he works on the Arrow of Light Award. (Turn on sixth light) To receive this award, he must earn the Outdoorsman and Readyman Activity Badges and at least four more Activity Badges. He learns the Scout Oath, the Scout Law, the Scout Motto, Slogan, Sign, Salute and Handclasp. He learns the parts of the Scout badge. He understands and supports the Outdoor Code. He plans and leads a flag ceremony at a Pack meeting. Now he has earned the Arrow of Light award, the highest award a Cub Scout can earn. (Turn on seventh light) His path to Boy Scouting is now fully lit.

Let's review his path to Scouting. (Turn out all lights) This is what his path looked like before he entered Cub Scouting. (Turn on all lights) This is what his path is like now that he has progressed through the ranks of Cub Scouting to the Arrow of Light.

Goodbye Cub Scout... Hello Boy Scout.

**"Water Adventure" Graduation Ceremony**  
*Baltimore Area Council*

**Note:** *This may be adapted to be an advancement for any Cub Scout rank advancement*

**Setting:**

- ✓ Side view of a ship (USS WEBELOS) is cut from cardboard. Cubmaster, Webelos Leaders and Bear Leaders dressed as Ships Officers.
- ✓ Bear Dens are standing to the side of the ship.
- ✓ The Cubmaster and new Webelos Leader/s are standing behind the ship.

**Cubmaster:** (blows whistle). Bear First Mate, is your crew assembled and ready to board?

**Bear Leader:** Aye, aye, Sir!

**Cubmaster:** Webelos First Mate, are you ready to receive your new crew?

**Webelos Leader:** Aye, aye, Sir!

**Cubmaster to Bears:** Bears, are you prepared to board the Webelos Ship and continue along the trail that will lead to the USS Arrow of Light? (Prompt boys to say "Aye, aye, Sir!") Before boarding the Webelos Ship, would you all raise your right hands in the Cub Scout Sign and recite the Cub Scout Promise? (CM leads boys in the promise)

Welcome aboard! (Motion the Bears toward the ship) Webelos First Mates, meet the new crew of the USS WEBELOS .

*(Suggestion: Cubmaster can present the new Webelos with their neckerchiefs; the Webelos Leader with his/her badge of office, or the Den flag.)*

## SONGS

**Row, Row, Row Your Boat***Baltimore Area Council*

Row, row, row your boat  
Gently down the stream.  
Merrily, merrily, merrily, merrily,  
Life is but a dream.

Blub blub blub your sub  
Gently 'neath the stream  
Ha ha fooled you all  
I'm a submarine

Propel Propel Propel your craft  
Passively down the liquid solution  
Ecstatic ecstatic ecstatic ecstatic  
Existence is but an optical illusion

**BLOW YOUR BOAT***Circle Ten Council*

Tune: Row, Row, Row your Boat

Blow, Blow, Blow your boat,  
Fast along the waves.  
Do your best, do your best,  
We're the Cub Scout braves.

Blow, Blow, Blow your sail,  
Passing others by  
Do your best, do your best,  
Aye-Aye-Aye

**Propel Your Craft***Baltimore Area Council*

Tune: Row, Row, Row Your Boat

Propel, propel. propel your craft  
Smoothly through the liquidy solution,  
Ecstatically, ecstatically. ecstatically, ecstatically  
Existence is but an illusion,

**Sailing, Sailing***Baltimore Area Council*

Sailing, sailing over the bounding main  
Where many a stormy wind shall blow  
'Ere Jack comes home again  
Sailing, sailing over the bounding main  
Where many a stormy wind shall blow  
'Ere Jack comes home again

**Little White Duck***Baltimore Area Council & Circle Ten Council*

There's a little white duck sittin' in the water,  
A little white duck, doin' what he oughter.  
He took a bite of a lily pad, flapped his wings  
And he said I'm glad that I'm a little white duck  
Sittin' in the water, quack, quack, quack.  
There's a little green frog, swimmin' in the water  
A little green frog, doin' what he oughter.  
He jumped right off the lily pad the little duck bit  
And he said I'm glad that I'm a little green frog  
Swimmin' in the water, croak, croak, croak.  
There's a little black bug, floatin' on the water  
A little black bug doin' what he oughter

He tickled the frog on the lily pad that the little bug bit  
And he said I'm glad that I'm a little black bug  
Floatin' on the water, chirp, chirp,  
There's a little red snake lyin' in the water  
A little red snake doin' what he oughter  
He frightened the duck and the frog so bad  
He ate the bug and he said I'm glad that I'm a little red snake  
Lyin' in the water; ssss, ssss, ssss.

**There's A Hole In The Bottom Of The Sea***Baltimore Area Council*

There's a hole in the bottom of the sea  
There's a hole in the bottom of the sea  
There's a hole, there's a hole  
There's a hole in the bottom of the sea  
There's a log in the hole in the bottom of the sea  
There's a log in the hole in the bottom of the sea  
There's a hole, there's a hole  
There's a hole in the bottom of the sea  
There's a bump on the log in the hole  
In the bottom of the sea  
There's a bump on the log in the hole  
In the bottom of the sea  
There's a hole, there's a hole  
There's a hole in the bottom of the sea

***Keep building as long as your imagination let's you. Be sure to repeat all the items each time.***

There's a frog on the bump on the log in the hole ...  
There's a fly on the frog on the bump on the log ...  
There's a wing on the fly on the frog on the bump...  
There's a flea on the wing on the fly on the frog ...

***After this you could have***

A wing on the flea,

A hair on the wing,

***But at Camp No-Be-Bo-Sco in the 60's under the direction of "Golden" Eddie (Stoeffels) we would continue with -***

There's a truck on the flea on the wing on the fly ...

There's a tire on the truck on the flea on the wing ...

***And somehow we would wind up with***

There's a charge in the proton in the atom ...

***I don't remember it all. Sorry. However you do it -***

***#1. Have Fun***

***#2. Make sure your Cubs are having fun, don't drag it out too long. Commissioner Dave***

**Paddle Song***Baltimore Area Council*

*Start out softly as if the canoes are at a great distance. Each time, get a little louder as the canoes pass you, then gradually get soft again as the canoes disappear from sight.*

Our paddles keen and bright,

Flashing like silver.

Swift as the wild goose flight,

Dip, dip, and swing.

Dip, dip, and swing them back,

Flashing like silver.

Swift as the wild goose flight,

Dip, dip, and swing.

**Super Californian Expert Surfer of the Ocean***Circle Ten Council*

(Tune: Supercalifragilistic)

**Chorus:**

Super Californian Expert Surfer of the Ocean,  
 Even though most of them don't use a suntan lotion  
 When they hit the waves too hard  
 They sure do cause commotion.  
 Super Californian Expert Surfer of the Ocean,  
 Hum, diddle, diddle, diddle  
 Hum, diddle, I (up half-tone)  
 Hum, diddle, diddle, diddle  
 Hum, diddle, I

Because I was afraid to surf  
 When I was just a lad  
 My father took my board away  
 And told me I was bad  
 But then one day I learned a word  
 That every surfer knows  
 The biggest word you ever heard  
 And this is how it goes: Chorus

**Chorus:****Cub Sailors***Circle Ten Council*

(Tune: My Bonnie Lies Over the Sea)

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

**Chorus:**

Bring back, bring back  
 Bring back those Cub Scouts back home to me  
 Bring back, bring back  
 Bring those Cub Scouts to me.

They sailed till they reached Honolulu  
 They landed with nobody hurt  
 They went to a Hawaiian luau  
 Dressed up in blue and gold grass skirts

**Chorus**

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

**Chorus****Columbus Song***Circle Ten Council*

(Tune: Yankee Doodle)

In fourteen hundred and ninety two  
 Columbus sailed from Spain  
 With three small ships and eighty men  
 Across the bounding main

**Chorus:**

"Sail on and on," he said  
 "There's nothing you should dread."  
 "We'll find that New World soon I'm sure!"  
 "Just think what lies ahead!"

Columbus was a sailor fine  
 He knew his navigation  
 And even though his men were scared  
 He was their inspiration.

**Shipwrecked Cub Scouts***Longhorn Council*

(Tune: Gilligan's Island Theme)

Our pack set sail on the sea one day,  
 In search of coins of gold.  
 A group of hearty Cub Scouts,  
 And leaders true and bold.  
 The weather started getting rough,  
 The tiny ship was tossed.  
 If not for the courage of our Cubmaster,  
 The whole pack would be lost.  
 Our boat touched ground on a rocky isle  
 And up walked a tall old man.  
 He tossed a towel to dry us off,  
 And raised high his right hand.  
 He said, "You're a sharp pack of Cub Scouts,  
 Your courage brave and sure,  
 To sail out on a sea like this  
 On a Scouting adventure."  
 He gave directions to get home.  
 We set sail with good cheer.  
 We reached home with the setting sun,  
 And tied up to the pier.  
 We looked in the bottom of the boat  
 And saw the old man's towel.  
 His name was stitched along the hem,  
 The name was Baden-Powell.

**He Waded in the Water***Circle Ten Council*

(Tune: Battle Hymn of the Republic)

**Chorus:**

He waded in the water and he got his feet all wet  
 He waded in the water and he got his feet all wet  
 He waded in the water and he got his feet all wet  
 But he didn't get his (clap, clap) wet (clap) yet.

Glory, glory, hallelujah!

Glory, glory, hallelujah!

Glory, glory, hallelujah!

He didn't get his (clap, clap) wet (clap) yet.

He waded in the water and he got his ankles wet (3x)  
 But he didn't get his (clap, clap) wet (clap) yet.

**Chorus**

He waded in the water and he got his knees wet (3x)  
 But he didn't get his (clap, clap) wet (clap) yet.

**Chorus**

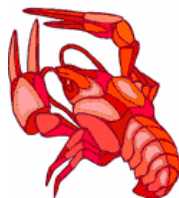
He waded in the water and he got his thighs wet (3x)  
 But he didn't get his (clap, clap) wet (clap) yet.

**Chorus**

He waded in the water and he finally got it wet (3x)  
 He finally got his bathing suit wet!

**Lobster Mash***Santa Clara County Council*

Tune – Monster Mash



I was down by the ocean late one night  
 When my eyes beheld an unusual sight  
 Hoards of lobsters began to rise  
 And suddenly to my surprise  
 (they did the mash) They did the lobster mash  
 (they did the mash) It was a seaside smash  
 (they did the mash) It caught on in a flash  
 (they did the mash) They did the lobster mash  
 From my front-row seat at sandcastle west  
 To the briny deep, beyond the wave crests  
 The fish all came from their humble abodes  
 To share in the dance and twinkle their toes  
 (they did the mash) They did the lobster mash  
 (they did the mash) It was a seaside smash  
 (they did the mash) It caught on in a flash  
 (they did the mash) They did the lobster mash  
 The dolphins were having fun, the party had just begun  
 The guests included Marlin and Nemo, his only son.  
 The scene was rocking, all were digging the sound  
 Of the lobster claws clicking as all twirled around.  
 The whales and jellyfish were starting to scream  
 When a wave crashed loudly, and I awoke from my dream  
 (of the mash) It was the lobster mash  
 (oh yes the mash) It was a seaside smash  
 (you know the mash) It was gone in a flash  
 (it was the mash) My dream lobster mash.

**Give Me A Pond***Baltimore Area Council*

Tune: Home On The Range

Oh, give me a pond. on a hot summer's day.  
 Where the frogs and the crayfishies play.  
 I'll fish and I'll swim: 'till it's time to go in;  
 Sopping wet. dripping all of the way.  
 Splish, splashing. I go.  
 All wet from my head to my toe.  
 Skipping stones 'cross the top;  
 Hope I never need stop;  
 I'm one happy-go-lucky. wet fellow!

**Water Sports***Baltimore Area Council*

Tune: Yankee Doodle

Water sports are what we like.  
 For summer, spring and fall.  
 When summer comes you now must know.  
 We'll have a great big ball.

**Chorus:**

Cub Scouts always having fun,  
 Cub Scouts in the water,  
 Swimming, diving, fishing, too.  
 Safely like we "otter".

Rivers and lakes, oceans and streams,  
 And even swimming pools.  
 Back stroke, breaststroke, and butterfly,  
 We'll follow safety rules.

**Chorus****Shipwrecked Cub Scouts***Longhorn Council*

Tune: Gilligan's Island Theme

Our pack set sail on the sea one day,  
 In search of coins of gold.  
 A group of hearty Cub Scouts,  
 And leaders true and bold.  
 The weather started getting rough,  
 The tiny ship was tossed.  
 If not for the courage of our Cubmaster,  
 The whole pack would be lost.  
 Our boat touched ground on a rocky isle  
 And up walked a tall old man.  
 He tossed a towel to dry us off,  
 And raised high his right hand.  
 He said, "You're a sharp pack of Cub Scouts,  
 Your courage brave and sure,  
 To sail out on a sea like this  
 On a Scouting adventure."  
 He gave directions to get home.  
 We set sail with good cheer.  
 We reached home with the setting sun,  
 And tied up to the pier.  
 We looked in the bottom of the boat  
 And saw the old man's towel.  
 His name was stitched along the hem,  
 The name was Baden-Powell.

**Skin Diver's Song***Longhorn Council*

Tune: Sailing, Sailing

Diving, diving, into the deep blue sea,  
 And many a fish we've scared away  
 On that you will agree.  
 Diving, diving, into the ocean blue,  
 With flippers, and mask and oxygen gas  
 We'll have adventures true!

**Popeye the Sailor Man***Santa Clara County Council*

I'm Popeye, the sailor man.  
 I'm doing the best I can.  
 I eat all my spinach,  
 I fight to the finish.  
 I'm Popeye, the sailor man.

**Jaws***Santa Clara County Council*

Tune: Do Re Mi

JAWS a mouth, a great big mouth  
 TEETH the things that make a crunch  
 BITE the friendly shark's "Hello"  
 US his favorite juicy lunch  
 BLOOD that turns the ocean red  
 CHOMP oh what a tasty treat  
 GULP that means the shark's been fed  
 That will bring us back to  
 JAWS! JAWS! JAWS! JAWS!

**Singing in the Rain***Capital Area Council, TX*

We're singing in the rain, just singing in the rain.  
 What a glorious feeling, we're happy again.  
 Thumbs up! [Group echoes.]  
 A-root-ta-ta, root-ta-ta. root-ta-ta-TA

*Add each of the following, in turn  
 and keep doing all previous motions:*

Thumbs Up,  
 Arms Out,  
 Elbows In,  
 Knees Bent,  
 Knees together,  
 Toes together,  
 Butt out,  
 Chest out,  
 Head Back,  
 Tongue out

**Scout Wetspers***Capital Area Council, TX*

Tune - Oh, Tannenbaum

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

**Outdoor Fun Song***Capital Area Council, TX*

Tune:- Camptown Races

Cub Scouts have their outdoor fun,  
 Doo-dah, doo-dah!  
 Play their games and sing and run,  
 Doo-dah, doo-dah!

**Chorus:**

Going to play their games,  
 Going to sing their songs,  
 Cub Scout boys have lots of fun,  
 'Cause they all belong.

Cub Scout leaders have fun too,  
 Doo-dah, doo-dah!  
 Dressed up in their gold and blue,  
 Oh, doo-dah day!

**Chorus:**

Cook the food and eat it all,  
 Doo-dah, doo-dah!  
 In the outdoors, have a ball,  
 Oh doo-dah day!

**Chorus:**

Swim and splash in the swimming pool,  
 Doo-dah, doo-dah!  
 So glad there isn't any school,  
 Oh, doo-dah day!

**Chorus:****This Sand Is Your Sand***Capital Area Council, TX*

Tune: This Land is Your Land

This sand is his sand,  
 This sand is our sand,  
 On a beach this crowded  
 We should bring some canned sand!  
 And all around us  
 Beach blankets crammed, jammed.  
 There's not a sandy spot left free!

We begged our parents  
 To take us swimming,  
 Packed pails and shovels –  
 The car was brimming!  
 We piled the food in  
 We brought the dog too.  
 What fun the beach would be to see!

The heat was driving,  
 Was tough surviving,  
 Bumper to bumper  
 When at last arriving.  
 No one went swimming  
 Or felt like playing,  
 Back home is where we'd rather be!

This sand is my sand,  
 This sand is your sand,  
 Right in our backyard,  
 Aren't sandboxes great?  
 No crowd of kids with  
 Their pails and shovels.  
 This sand is just for you and me!

**STUNTS AND APPLAUSES****APPLAUSES & CHEERS***Baltimore Area Council***Buccaneer Applause:** "Yo, ho, ho and a bottle of Coke",**Deep Sea Diver Applause:** " Blubb, Blubb, Blubb".**Water Cheer:** "How, How, How, Water, Water, Water,  
 Glug, Glug, Glug, Ah-hhh"**Clam Clap:** Ask everyone to roll up his sleeves in  
 preparation for this strenuous applause. Double up your fists  
 with your left arm in front of your face and right arm over-  
 head. Then silently open and close your right fist.**Motorboat Applause:** Flutter tongue on roof of mouth.

**Seal Applause:** Extend your arm straight out in front of you and clap with stiff arms while saying, "Arf, arf, arf, arf"

**Beach Cheer:** Divide your audience into 3 groups. When you point to group 1, they yell "Sand." When you point to group 2, they yell "Surf" And when you point to group 3, they yell "Sun."

*Southern NJ Council*

**Water Sprinkler Applause** Make fist with the right hand with thumb sticking out. Place end of thumb on end of nose. Rapidly open and close fist while saying "Choo, choo, choo, choo," etc. sounding like a water sprinkler and turning around as you go. After a complete turn spin back around the opposite direction, again like a water sprinkler, saying "Wheeee."

*Longhorn Council*

**Surfboarders Cheer:** Pretend to be riding a surfboard, run it onto the beach, jump off, spread arms wide, say "Success!"

**Diver's Cheer:** Same idea as **Surfboarders Cheer**, but jump off and say "Kersplash." "Perfect!"

**The Wave:** Start with one side and let the wave go around the room twice.

**Swimming:** Pretend to swim using the breaststroke, clap hands together as you put your arms forward.

**Big Rain Applause:** Start tapping one finger from each hand. Build quickly one finger at a time until you are clapping both hands. Then reverse and have storm fade away.

**Beach Cheer:** Divide the audience into three groups. When you point to group one, they yell "Sand!" When you point to group two, they yell, "Surf!" When you point to group three, they yell, "Sun!"

**Clam Clap:** Fold hands together, interlocking fingers. Make noise by pressing palms together.

**Motor Boat:** Pull on starter cord a few times while fluttering tongue on roof of mouth. Then start the sound of a motorboat.

*Capital Area Council, TX*

**Water Cheer:** "Wet, wet, wet, water, water, water, ah-hhh"

**OCEAN APPLAUSE** - Best done with a large group; have first row sway from side to side; second row swaying in opposite direction; third row same as first, etc. Then have them add sound effect: SWOOSH, SWOOSH, SWOOSH!!

**RAINSTORM APPLAUSE** - Start by gently patting knees alternately to simulate rain falling. Increase the noise by switching to hand clapping as the storm reaches its height. With a hand signal, have everyone shout "'BOOM" to represent thunder. Gradually decrease the hand clapping and then pat the knees as the storm subsides.

**Backyard Pool Cheer** - Don't stand up for this cheer. Lean back in your floating pool chair, take sip of your tall cool drink and say "Ahh, this is the life."

**RUN-ONS**

*Longhorn Council*

**Cub 1:** Why do fish have schools?

**Cub 2:** So the buoys and gulls can get an education.

**Cub 1:** Do they have Scouts too?

**Cub 2:** Sure Buoy Scouts and Gull Scouts.

**Cub 1:** What do buoy scouts do?

**Cub 2:** Make sure the coast is clear.

**Cub #1:** Why do you keep doing the backstroke?

**Cub #2:** I just had lunch and I don't want to swim on a full stomach.

**Cub 1:** They say that swimming is one of the best exercises for keeping the body slim and trim.

**Cub 2:** Yeah. Right!

**Cub 1:** Why do you say that?

**Cub 2:** Well, did you ever see a whale?

**Cub 1:** What is the first thing the fisherman caught after running to the river?

**Cub 2:** His breath!

**Cub 1:** Do you know what sea monsters eat?

**Cub 2:** Sure. Submarine sandwiches!

**Cub 1:** What ship is always managed by more than one person?

**Cub 2:** A partnership

**Cub 1:** What do you call a baby whale?

**Cub 2:** A little squirt.

*Santa Clara County Council*

**Cub 1:** I've eaten beef all my life and now I'm as strong as an ox.

**Cub 2:** That's funny. I've eaten fish all my life and I can't swim a stroke.

What stays in bed most of the day and sometimes goes to the bank? *A stream.*

Where can you find an ocean without water? *On a map.*

What do sea monsters have for dinner? *Fish and ships.*

What do you call a thing that sits on the bottom of the ocean and twitches? *A nervous wreck.*

When is a ship like snow? *When it's a-drift.*

What gets wetter the more it dries? *A towel.*

What kind of lights did Noah's ark have? *Floodlights.*

Where is the ocean the deepest? *On the bottom.*

Did you hear about the pelican that switched from sardines to herring? *The smaller fish just didn't fill the bill.*

*Circle Ten Council*

Boy: How many fish have you caught?

Fisherman: None yet. But I've only been fishing for an hour.

Boy: That's better than the man who was fishing here yesterday.

Fisherman: How's it better?

Boy: It took him five hours to do what you've done in just one!

*Great Salt Lake Council*

Scout 1: Where do rivers keep their money?

Scout 2: In their banks!

Father: How are your test scores, Son?

Son: Underwater, Dad.

Father: What do you mean, underwater?

Son: You know, below C level.

Scout 1: Why can't you get two elephants into a pool at the same time?  
 Scout 2: They only have one pair of trunks.  
 Doctor: Take the green pill with a glass of water after getting up. Take the blue pill with a glass of water after lunch. Then just before going to bed take the red pill with another glass of water.  
 Patient: Exactly what is my problem, doctor?  
 Doctor: You're not drinking enough water.  
 Web Ldr: Where did you take your bath?  
 Webelos: In the spring!  
 Web Ldr: I didn't ask you when . . . I asked you where!!!

*Capital Area Council, TX*

**Cub 1:** Are there any athletes in your family?  
**Cub 2:** My brother has been swimming for five years.  
**Cub 1:** He must be pretty tired.  
**Cub 1:** My mother does bird imitations.  
**Cub 2:** Really? How does she do that?  
**Cub 1:** She watches me like a hawk.

**JOKES & RIDDLES**

*Baltimore Area Council*

Why did the boy throw water out of the window?  
*He wanted to see a waterfall.*  
 What does not get any wetter no matter how much it rains?  
*A lake.*  
 Why didn't the man swim on an empty stomach?  
*Because it is easier to swim in water.*  
 Where do ships go when they are ill? *To the "docks!"*  
 What part of a fish weighs the most? *The scales*  
 What fish helps musicians? *A tuna fish*  
*Circle Ten Council*  
 What fish would an actor like to be? *Starfish*  
 What fish should wear a crown? *Kingfish*  
 What fish might say, 'Bow wow'?' *Dogfish*  
 What fish can play in a band? *Drumfish*  
 What fish might chase a mouse? *Catfish*  
 What fish may be found on a boat? *Sailfish*  
 What fish is the best fish of all? *Angelfish*  
 What do sharks like to eat with peanut butter sandwiches? *Jellyfish*  
 What kind of cat lives in the ocean? *An octopus*

*Sam Houston Area Council*

**"H" TO "O"**

Teacher: What is the formula for water?  
 Student: H, I, J, K, L, M, N, O  
 Teacher: Whoever told you that?  
 Student: You did! You said it was H to O

**ALLERGIC**

**Cub #1:** What do you call someone who is allergic to water?  
**Cub #2:** I give up. What?  
**Cub #1:** Dirty.

**THE CANTALOUPE**

**Cub #1:** Why did the cantaloupe jump into the water?  
**Cub #2:** Why?  
**Cub #1:** It wanted to be a watermelon.

**SKITS**

**Waterways**

*Baltimore Area Council*

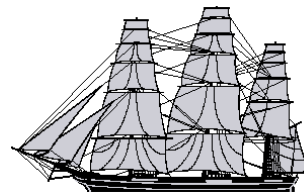
*This could easily be adapted for an Opening CD*

**Props:** A picture indicating each boy's sentence. Text can be cut and pasted to back of picture.

- Cub # 1:** (holds up picture of a lake) A waterway is any navigable body of water. These include rivers, lakes, oceans, and canals. In order for a waterway to be navigable, it must meet several criteria:
- Cub # 2:** (holds up picture of a sailboat with a big keel) The waterway must be deep enough to allow the draft depth of the vessels using it;
- Cub # 3:** (picture of boat pushing barges on the Mississippi) The waterway must be wide enough to allow passage for the beam width of the vessels using it;
- Cub # 4:** (picture of Niagara Falls) The waterway must be free of barriers to navigation such as waterfalls and rapids, or have a way around them, such as canal locks;
- Cub # 5:** (picture of whitewater rapids) The current of the waterway must be mild enough to allow vessels to make headway.
- Cub # 6:** (picture of a cruise ship) Vessels using waterways vary from small animal-drawn barges to immense ocean tankers and ocean liners, such as cruise ships.
- Cub # 7:** (picture of barge on canal) At one time, canals were built mostly for small wooden barges drawn by horses or other draft animals. Today, major canals are built to allow passage of large ocean-going vessels. See Ship Canal.

**How Did You Get Here?**

*Circle Ten Council*



The skit is introduced by saying, that "many different kinds of ships were used by the people that helped settle America. Any number of Cub Scouts can be used for this skit either by dividing the lines accordingly or creating new ones.

- Cub 1:** If the Pilgrims came over on the Mayflower how did the Cub Scouts get here?
- Cub 2:** I don't know? How?
- Cub 1:** On handy crafts. (As he says this, a Scout comes on stage with a sample of the handicraft project and a sign identifying it)
- Cub 1:** If Pilgrims came on the Mayflower and the Cub Scouts came on handy crafts, how did the doctors get here?
- Cub 2:** I don't know. How?

**Cub 1:** On blood vessels. (Boy dressed as a doctor enters)

**Cub 1:** How did the students get here?

**Cub 2:** On scholarships (Boy carrying books)

**Cub 1:** How did all the ordinary people get here?

**Cub 2:** On citizenship. (Boy carrying sign that says, "Don't forget to vote")

**Cub 2:** I know how the barbers got here.

**Cub 1:** How?

**Cub 2:** On clipper ships. (Boy dressed as a barber)

**Cub 1:** How did all the movie stars get here?

**Cub 2:** On a showboat. (Boy wearing fancy clothes and sun glasses)

**Cub 2:** I'll bet you can't guess how all the hot heads got here?

**Cub 1:** That's easy, they all came over on a steam ship.  
(Curtain closes the end)

### Who Am I

#### *Baltimore Area Council*

**Set Up:** This is a spin off from Family Feud. The teams play the game for real. Respond to answer for the MC means for him to say something witty about the response. The Master of Ceremonies (MC) enters first

**MC:** Welcome to our show. Tonight our two teams are back stage, ready and anxious to begin. So lets bring out the first team... The CUBBIES! (Cub Scouts run out and take their place on one side of stage. As they run out the Master of Ceremonies assistant holds up a sign that says "CHEER"; This sign is to be held up each time the audience is to participate with a cheer).

Now, let's bring out the second team... The C. P.'s - The Cubbies Parents. (Cheer)

The captain of each team has a bell, if you know the answer to the question - ring the bell. The Team to get the most correct answers of course is the winner. Now, if you are ready we will begin. (Teams both answer "READY") We have celebrities here to ask the questions. Do not ring your bell until the entire question has been asked. First Celebrity please step forward. By the way, just a little clue, each of the Celebrities has something to do with water.

**FIRST CELEBRITY:** (Wearing a hat to depicting Columbus) I sailed the ocean blue in 1492 . . . Who am I?

**MC:** (Respond to answer) Now for the second Celebrity.

**SECOND CELEBRITY:** (Wearing hat to depict John Paul Jones) On many ships I did sail, in battle I must not fail! I fought hard through the night. You can quote my words, "I've just begun to fight."

**MC:** (Respond to answer) Will the third Celebrity please come out?

**THIRD CELEBRITY:** (Wearing hat to depict Popeye) I love to sail, it is true. To make me strong I eat my spinach too!...Who am I?

**MC:** (Respond to answer) As our next celebrity comes out, listen very carefully as he whistles a tune to tell you who he is.

**FOURTH CELEBRITY:** (Wearing hat to depict Gilligan from Gilligan's Island) Enters whistling Gilligan's theme song.

**MC:** (Respond to answer)

**MC:** Both teams have done your best, however, the winner is (name team). (Cheer) (To the losers) You have tried hard, and you are a winner, too. So here's a refresher for you, (assistant runs out with a bucket and it looks like he is going to throw water on the losers. (Ham this up) But when he finally goes to throw the contents only some confetti (or another gag item) comes out..

### A Ship Like This

#### *Baltimore Area Council*

**Characters:** 3 boys

**Scene:** Aboard an ocean liner. A small table with a chair on each side. Mr. Nifty, who is very unhappy, sits in the right hand chair. He picks up a book, signs, puts down the book. Looks around. Taps the table with his finger tips. Tries to read again. Mr. Tiffany enters left.

Mr. Tiffany: Good Morning, Mr. Nifty. How are you, today?

Mr. Nifty: Oh, oh, I just don't know.

Mr. Tiffany: May I sit down?

Mr. Nifty: Of course! Of course! Do whatever you wish. Anything you do is all right with me.

Mr. Tiffany: Did you sleep well last night?

Mr. Nifty: No, no, not a wink!

Mr. Tiffany: Were you seasick?

Mr. Nifty: No, no, I wasn't seasick.

Mr. Tiffany: Well, what's your problem?

Mr. Nifty: I'm afraid.

Mr. Tiffany: Afraid of what?

Mr. Nifty: I'm afraid this ship will sink.

Mr. Tiffany: Oh, come on. That's a silly fear. A ship this size doesn't sink!

Mr. Nifty: Oh, I read about a ship that sank.

Mr. Tiffany: Here comes the Steward. Let's talk to him.

Mr. Nifty: All right.

Mr. Tiffany: Pardon me, Steward.

Steward: Good Morning, gentlemen! May I help you?

Mr. Tiffany: I hope so. We have a question. Maybe you can answer it and put our minds to rest.

Steward: I'll answer if I can.

Mr. Tiffany: Does a ship like this sink very often?

Steward: Oh, No! (Men smile happily.) A ship like this sinks only once!

### Man Fishing

#### *Baltimore Area Council*

A man was fishing and catching fish like crazy. Two men were watching him and wondering what his secret was. They asked him what his secret is and he, just mumbles. They keep watching him reel in the fish and they again ask him what his secret is and he just mumbles. They ask a third time. He spits something into his hand and answers "Keep the worms warm".

*I've seen this done with a whole den/patrol asking the man one at a time. It is, also, good in the winter if they pretend they are ice fishing. CD*



**Facts of Water***Baltimore Area Council***Cast:** Six Cub Scouts**Equipment:** Buckets of water the Scouts can hold while speaking.

- Cub # 1** Did you know that watermelon isn't called that for nothing? It's 97% water.
- Cub # 2** Did you know that during a lifetime, you will drink about 16,000 gallons of water?
- Cub # 3** Did you know if all the valleys and mountains on land and on sea were leveled, water would cover the entire earth two miles deep?
- Cub # 4** Did you know that waterpower is no idle phrase? Water flowing at 10 miles an hour can move a rock 10 feet thick. **Cub 5:** Did you know that water helps regulate climate: It absorbs heat in summer and releases it in the winter.
- Cub # 5** Did you know that a birch tree releases about 70 gallons of water into the atmosphere each day, almost the amount person uses in his home each day?

**The Fisherman***Baltimore Area Council***Cast:** 2 Cubs**Setting:** A fish market, customer and merchant**Customer:** I want you to do me a favor.**Merchant:** What is it Mr. Bigwig?**Customer:** I just got back from a fishing trip.**Merchant:** Did you catch anything?**Customer:** No, and that's the catch. My wife said I wouldn't and I'm in the doghouse. I said I would catch six fish. **Merchant:** Well, how can I help you.**Customer:** Let me have six of those medium size trout there.**Merchant:** Wrap 'em up?**Customer:** No, don't make a liar out of me. Pitch `em to me one at a time.**Merchant:** Well, I don't understand but here goes. (Tosses the fish to the Customer) What was that for?**Customer:** Very simple. I caught them, didn't I?**Merchant:** (Grinning) You're right Mr. Bigwig. Good Luck. (Customer leaves)**Fishing***Baltimore Area Council***Cast:** 2 Cubs**Setting:** Two Cubs are rowing an imaginary boat**Cub #1:** Whew! It sure is a long way out here.**Cub #2:** Yep (*Puts hand to eyes*) I can't see the shore anymore. Ready to start fishing?**Cub #1:** I think so. Looks like a good spot to me. (*Both ready imaginary rods, reels, hooks, worms, etc. and start fishing. Immediately they both start to catch fish, recast and catch more. Continue for several casts*)**Cub #2:** I told you this would be a good spot.**Cub #1:** Sure is, the boat's full. Guess we have our limit, better get back.**Cub #2:** OK. (*Gets oars ready*)**Cub #1:** Did you use a map to get here?**Cub #2:** How are we ever gonna find our way back'?**Cub #1:** Oh, that's easy. I'll Just mark the spot with a big X right here on the side of the boat!  
(*Makes mark, both row away quickly*)**THE FISHING TRIP***Circle Ten Council***Set Up:**

- Make a cardboard cutout of a boat and a sign that says "Boat Dock".
- The scene starts with the boat about 10 feet away from the boat dock.
- The Cub Scouts and their Den Chief are on their way to go fishing.

**Cub #1:** *Stops at the dock then walks out across the water and gets in the boat.***Cub #2:** Hey wait for me! (*He walks out to the boat.*)**Den Chief:** Oh well... (*Steps into the water and pretends to fall in and drags himself out*)**Cub #3:** Hey wait up. Here I come. (*Walks out to the boat.*)**Den Chief:** (*Tries and fails again.*)*The sequence continues until all the boys are in the boat and only the Den Chief remains on shore.***Cub #1:** Should we tell him where the rocks are?**Water Water***Capital Area Council, TX*

- ✓ A man crawls out on the stage calling "Water, Water" as if he is very thirsty
- ✓ A Man walks by and says: "Sorry."
- ✓ He continues walking off stage.
- ✓ Another man walks by, the crawling man tugs on his pant leg: "Water, Water!"
- ✓ Man walking by: "All I've got is this beef jerky, sorry."
- ✓ He keeps walking.
- ✓ Another man walks by, the crawling man tugs on his pant leg: "Water, Water!"
- ✓ Man walking by: "No, I don't have any."
- ✓ He keeps walking.
- ✓ The crawling man sees a cup of water at the other end of the stage.
- ✓ "Water!!" He painfully crawls over there.
- ✓ "Water! Water!"
- ✓ When he reaches the water, he quickly stands up, dunks his comb in it, and uses it to comb his hair.
- ✓ And skips off stage.

**CLOSING CEREMONIES****Beach Party***Voyageur Council*

This can be done two ways –

- ✓ First - Cubmaster carries a water squirter and a beach towel. Now he lays them down after wringing out some imaginary drops of water from the towel and proceeds to talk.
- ✓ Second - Have Five cub Scouts dressed in beachwear and have each one say a part with appropriate pictures and actions.

**Cubmaster** - Well we've come to the end of another fun, fishy, delightful pack meeting. In planning a successful activity for Cub Scouts age boys, there are five essential ingredients to include:

- Cub #1:** First is ACTION. Boys find it impossible to sit and do nothing. Action makes everything much easier. Today we had ACTION!
- Cub #2:** Second is SOMETHING TO WATCH. Watching and helping celebrate another's accomplishments and hard work is one of the best ways to have fun watching
- Cub #3:** Third is having SOMETHING TO TALK ABOUT. It's fun for Scouts to hear adults telling stories and fun for them to do things that are worth talking about later. I think we accomplished that today.
- Cub #4:** Fourth is SOMETHING TO LAUGH AT. We all need to enjoy laughter, and sharing fun experiences is one of the best ways to do that. Did we succeed with laughter?
- Cub #5:** Fifth is SOMETHING TO HELP WITH. Parents, leaders and family members are involved in helping Cub Scouts move along on their trail toward Bobcat, Wolf, Bear, Webelos, and Arrow of Light. But just in case you missed out on helping this week, we have one more chance -- after the retiring of the colors, you can all HELP with the cleanup!

**Transportation of Smiles**  
*Baltimore Area Council*

**Set Up:** 6 Cubs carrying posters of barges each with one of the following letters S-M-I-L-E-S and 2 Cubs carrying cartoon tug boats with smiles on both ends of the line.

- Cub # 1:** Something that should be transported every day, is a smile from one another as we hurry on our way,
- Cub # 2:** While carrying SMILES we're transporting a valuable treasure
- Cub # 3:** For the value of transporting a smile to others we can't even measure.
- Cub # 4:** That smile we give from the heart can lighten someone's load,
- Cub # 5:** Making brighter his day as he travels down life's road.
- Cub # 6:** So carry a smile with you wherever you go
- Cub # 7:** And transport to others a friendly glow.
- Cub # 8:** It only takes a mile with curves at beginning and end to give others smiles and win for us a friend.

**NET CLOSING**

*Santa Clara County Council*

Form a net by clasping hands in any criss-cross design making sure everyone is caught in the net (part of the net). Boys shake each other's hand that they are holding and say "Do Your Best."

**Conservation**

*Longhorn Council*

Cubmaster (holding picture of large local waterway (or a small one or a famous one (e.g. Mississippi, Hudson, or Delaware River or one of the Great Lakes)): The Waterways of the USA are great and beautiful. The Waterways and the rest of America is ours to enjoy. Surely we want to preserve it for the thousands of boys who will come after us. Let us close our meeting by standing and repeating in unison a pledge that will remind us to conserve our H2Ohhh! And waterways and other wonderful parts of our country for those who follow us. (Repeat the Outdoor Code.)

**OUTDOOR CODE:**

As an American, I will do my best to:  
Be clean in my outdoor manners,  
Be careful with fire,  
Be considerate in the outdoors,  
And be conservation minded.

**Nature And The Good Visitor**

*Longhorn Council*

**Committee Chairman:** Our pack meeting tonight brought us all together to think about the waterways near our town and the outdoor opportunities they provide. We can enjoy the waterways and the great outdoors but we must think of others who will follow us. Wherever you go in the great wide world of nature, try to be a "good" visitor who will leave the plants and the creatures for others to enjoy after you leave.

- Cub # 1:** The only shots I took were snapshots.
- Cub # 2:** I tried to walk on pathways to keep off plants.
- Cub # 3:** When I see animals or birds, I try to remember that I am a guest in their living place and I don't do anything to them but look at them.
- Cub # 4:** The one big thing I always do when I am ready to go home is to look and see that all fires are out in nature's backyard.
- Cubmaster:** With Cubs and Webelos like you to help keep our friends on the ball, I'm sure that the beauties of nature will be around for years to come. Thanks Cubs, Good night.

**Water Fun Closing**

*Capital Area Council, TX*

- Cub #1:** Well, we sure had fun getting you wet.
- Cub #2:** We had the best time ever yet.
- Cub #3:** Thanks for helping in our little party,
- Cub #4:** And joining us as
- Cub #5:** The water fun was, oh, so grand,
- Cub #6:** But now we change from sea to land
- Cub #7:** Join us again next month

## Cubmaster's Minutes

### Three Important Things Capital Area Council, TX

To the sailor, three things were essential - a compass, a sextant, and a flag. The compass to tell them where they were heading during the day. The sextant to tell them where they were at night, And the flag to tell them which way the wind is blowing

To Cub Scouts, these three things are important - (show items) a badge, a handbook, and a candle. The badge tells who you are and where you are going' the handbook tells how to get where you are going, and the candle is a symbol of the light of Scouting. It is a light that must be kept burning in the heart of every Scout.

### Togetherhness Closing Thought Capital Area Council, TX

Summer is a good time for the family to do many thing together and enjoy the beauty about them. A family that shares a lot of experiences is one that will always be a "together" family, even in later years when you are miles apart. Think about it! There's no better feeling than that of belonging. I am happy to see so many here tonight taking advantage of this summer Pack meeting. Good night and see you next month.

### Captain Of All Scouts Capital Area Council, TX

Now may the great Captain of all Scouts  
Who created the seas and all things that live therein  
And Who gave us dominion over them  
Be with us till we meet again.

### Starfish Cubmaster's Minute Capital Area Council, TX

A friend of mine was walking on a beach one day when he saw a native bend down and throw a starfish back into the ocean. He asked the native why he was doing it. "You see, it's low tide right now and all of these starfish have been washed up onto the shore. If I don't throw them back into the sea, they'll die up here from lack of oxygen." "I understand," my friend replied, "but there must be thousands of starfish on this beach. You can't possibly get to all of them. There are simply too many. And don't you realize this is probably happening on hundreds of beaches all up and down this coast? Can't you see that you can't possibly make a difference? "The local native smiled, bent down and picked up yet another starfish, and as he threw it back into the sea, he replied, "Made a difference to that one!"

### Remember to be Grateful Baltimore Area Council

In this area, everything we do affects the Chesapeake Bay and its wildlife. We should remember that we have a lot to be grateful for. Not only Maryland's natural resources, but also our families, friends, and neighbors. Please remember this as we leave here tonight and we'll all be in a better world.

*I am sure there most of us live near a body of water we could use in this minute. CD*

### LIFE IS LIKE A RIVER Santa Clara County Council

As we go through life, let us be ever reminded that life is like a river rushing to the sea, flowing sometimes slow, sometimes fast and yet able to go in different directions. As the water flows, it may stumble but yet continue to flow until it eventually finds its way again. The water may run clear and clean or dark and dirty. And so it is in life, except you are given the choice to choose which direction you will go. Choose wisely.

### "WORK WHILE YOU WORK" Santa Clara County Council

Tonight we've had a lot of fun at our "H2Ohhhh!" pack meeting. Here's a thought to take home with you.

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.  
Now Cub Scouts, go out and do your best!

### MAKE A FEW WAVES Santa Clara County Council

When fog prevents a small-boat sailor from seeing the buoy marking the course he wants, he turns his boat rapidly in small circles, knowing that the waves he makes will rock the buoy in the vicinity. Then he stops, listens and repeats the procedure until he hears the buoy clang. By making waves, he finds where his course lies. Often the price of finding these guides is a willingness to take a few risks, to "make a few waves." A boat which always stays in the harbor never encounters danger, but it also never gets anywhere. I challenge each of you to make waves and diligently seek your goals in life. Set your sails for new and exciting horizons.

### WATER

#### Circle Ten Council

"We've had plenty of fun with water tonight, but as we leave, let's take a moment to remember what a precious resource water is, especially in the heat of the summer. We play in it, we bathe in it, and we drink it. We eat the fish that live in it. We use water to irrigate our crops and our lawns. Without water, our earth would be as lifeless as the moon. Let's all do our best this month to help conserve this great natural resource.

### Candle

#### Circle Ten Council



Throughout our meeting this evening, this candle, which represents the spirit of Cub Scouting, has burned. Look steadily at it for a moment. (Pause) Now close your eyes. The image remains with you. Now open your eyes. We will blow out the light. As the image of the light remained in our memory, so will the spirit of Cub Scouting stay with us. The evening of fun and good cub scouting will not soon be forgotten.

**Mutiny***Baltimore Area Council*

Mutiny is a word we hear connected with pirates on the waterways. It is the act of insurrection or a refusal to obey the authority of the captain of the ship. It is often the cause of a disastrous end to all involved.

As Cub Scouts, our promise to obey The Law of the Pack and to live up to the Cub Scout Promise can only lead to a better life as a good citizen of this great country of ours. Let us not be mutineers, but strong supporters of the Boy Scouts of America.

**THEME RELATED STUFF****Water Sayings:***Alice, Golden Empire Council*

Here's a list of some water sayings from around the world. See how many you have heard and how many you can explain.

- ★ Even if you sit on the bottom of the sea, you cannot be a fish. (Africa)
- ★ Have an umbrella ready before you get wet.
- ★ A drop in the bucket
- ★ Blood is thicker than water
- ★ Break the ice
- ★ Down the drain
- ★ Finding your sea legs
- ★ Having a ripple effect
- ★ If a crocodile deserts the water, he will find himself on a spear (Africa)
- ★ It's all water under the bridge
- ★ Like water off a duck's back
- ★ Make a big splash
- ★ Somebody is all wet
- ★ Steamed up..
- ★ Still waters run deep
- ★ The stone in the water knows nothing of the hill which lies parched in the sun (Africa)
- ★ The well's run dry
- ★ Treading water
- ★ Wet behind the ears
- ★ When it rains it pours
- ★ Watered down...

*How many more can you think of?***Fun Facts About Water:***Alice, Golden Empire Council*

- ★ Water, either liquid or frozen, covers about 75% of the earth's surface.
- ★ About 30% of the earth's fresh water is in groundwater and 70% is in ice (including ice caps, glaciers, permanent snow, ground ice, and permafrost)
- ★ They don't call it watermelon for nothing – its 97% water!
- ★ The human body is 70% water!
- ★ A birch tree can release about 70 gallons of water into the atmosphere each day.
- ★ Water flowing at 10 miles an hour can move rocks 10 feet thick.
- ★ In Northern Chile, years go by without a drop of rain.

- ★ In parts of India, they get more than 400 inches a year of rain.
- ★ If all the land on the earth and under the sea were leveled out, water would cover the entire earth two miles deep!
- ★ Water has polar properties – a positive and a negative, while oil has no polar properties, which is why “Water & Oil don't mix.”
- ★ One third of the earth's annual precipitation runs off into the ocean.
- ★ It takes at least 600 gallons of water to make a hamburger – water for the cow to drink, water to grow what he eats, water to process the meat. Add to that the following things you eat with your burger:
  - ✓ Bag of hamburger buns – 150 gallons
  - ✓ Head of lettuce – 6 gallons
  - ✓ Tomatoes – 3 gallons
  - ✓ French Fries – 6 gallons

Here are some more products and the amazing amounts of water it takes to produce a serving:

Almonds:	12 gallons
Orange:	14 gallons
Milk:	65 gallons
Rice :	35 gallons
Watermelon:	100 gallons
1 Egg:	120 gallons
Loaf of bread:	150 gallons
1 Car:	39,000 gallons

**Saving Water in the House:***Alice, Golden Empire Council*

- ★ Replace older toilets with high efficiency models – Check with local water utility for possible rebates.
- ★ Toilet Devices are a less expensive alternative – They reduce the amount of water needed by filling up space in the tank.
- ★ Showerheads - Install a water efficient showerhead that uses no more than 2.5 gallons of water per minute. (Half what a normal showerhead uses)
- ★ Aerators - Low-flow aerators on your kitchen and bathroom faucets are easy to install and reduce water use and splashing . Your water company may provide them free!
- ★ Clothes washers – Newer models typically use about 30% less water and between 40 to 70% less energy – and rebates may be available!

**Water Waste Prevention:***Alice, Golden Empire Council*

- ★ **Fix running toilets** - A "running" toilet can waste two gallons of water per minute. A silent leak in a toilet can waste up to 7,000 gallons of water per month. To find silent leaks, put food coloring in the tank. Do not flush. Check the toilet bowl ten minutes later. If you see color in the bowl, the tank has a silent leak. Also, teach every member of your family where to shut off water at the toilet when making repairs or in case of a clog. Let your scout help fix the leak for credit in advancement or electives. Ask a home store or hardware store for instruction.

- ★ **Fix leaking faucets** - a slow steady drip (100 drops per minute) - wastes 350 gallons per month. A small stream wastes 2,000 to 2,700 gallons of water per month. Replacing worn washers in your faucets will usually stop leaks.
- ★ **Look for hidden leaks.** Turn off all running water in the house.. Don't use any water for 30 minutes, then read the water meter. If it shows water used, you have a hidden leak that needs repair.
- ★ **Save the water when running a faucet to get hot or cold temperature** - put a gallon jug under the faucet. You can then use this water for other things around the house.
- ★ **Insulate hot water pipes and your water heater** where possible to minimize water waste while waiting for hot water.
- ★ **While brushing your teeth, turn off the tap.** Use a cup for water; run the tap only to rinse the toothbrush.
- ★ **When showering and washing hands,** wet your body. Turn off the water, apply soap, and then turn on the water to rinse.
- ★ **When washing dishes by hand,** instead of running water to rinse dishes, fill the kitchen sink and dip dishes in water to rinse. Automatic dishwashers are more efficient than hand washing dishes, but wash only full loads.
- ★ **Fill the sink or a bowl** with water to wash fruits and vegetables.
- ★ **Keep a container of water in the refrigerator** rather than running tap water for a cool drink.
- ★ **Operate the disposal only when necessary.** Consider composting food waste in your garden.

#### **Saving Water in the Yard**

*Alice, Golden Empire Council*

- ★ **Water less frequently but more deeply.** Think of your soil as a reservoir that holds water for your plants.
- ★ **Adjust your water controller** according to the seasons.
- ★ **Reduce runoff** caused by long water application times. Three five-minute applications with an hour in between will allow the soil to absorb more of the applied water than one 15-minute application, and prevent runoff.
- ★ Exchange your irrigation controller for a **Water-Smart Irrigation Controller.** You may be eligible for a rebate from your local water district!
- ★ **Routinely check your irrigation system for leaks,** broken or misdirected heads.
- ★ **Choose drip irrigation.** Drip irrigation systems apply water at gallons per hour instead of minutes!
- ★ **Select plants that are adapted to your climate.** Plants native to your area will need no water once established. Check with a local nursery or master gardener..
- ★ **Group plants according to their** high, medium, or low water needs.
- ★ **Apply mulch to your garden** – use at least 3 inches to maintain moisture, suppress weeds, protect the irrigation system and give a finished look to the garden. Never apply mulch right up against the main stem or trunk of a plant.

## **TIGERS**

*Circle Ten Council*

### **Safety in the Sun/ Fun in the Water**

*There are some really good ideas here for Family Water Safety. Don't skip this section just because you don't have a Tiger!! CD*

#### **Family Activity**

*Remember to **SLIP, SLOP, SLAP** and **WRAP!***

***SLIP** on a shirt. **SLOP** on sunscreen. **SLAP** on a hat.*

***WRAP** on sunglasses*

As a family where ever you choose to go for water fun.

Discuss the rules for each of those locations. From -

[www.redcross.org](http://www.redcross.org)

#### **BEACH SAFETY**

Protect your skin: Sunlight contains two kinds of UV rays -- UVA increases the risk of skin cancer, skin aging, and other skin diseases. UVB causes sunburn and can lead to skin cancer. Limit the amount of direct sunlight you receive between 10:00 a.m. and 4:00 p.m. and wear a sunscreen with a sun protection factor containing a high rating such as 15.

Drink plenty of water regularly and often even if you do not feel thirsty. Your body needs water to keep cool. Avoid drinks with alcohol or caffeine in them. They can make you feel good briefly but make the heat's effects on your body worse. This is especially true with beer, which dehydrates the body.

Watch for signs of heat stroke: Heat stroke is life threatening. The victim's temperature control system, which produces sweating to cool the body, stops working. The body temperature can rise so high that brain damage and death may result if the body is not cooled quickly. Signals include hot, red, and dry skin; changes in consciousness, rapid, weak pulse, and rapid, shallow breathing. Call 9-1-1 or your local EMS number. Move the person to a cooler place. Quickly cool the body by wrapping wet sheets around the body and fan it. If you have ice packs or cold packs, place them on each of the victim's wrists and ankles, in the armpits and on the neck to cool the large blood vessels. Watch for signals of breathing problems and make sure the airway is clear. Keep the person lying down.

Wear eye protection: Sunglasses are like sunscreen for your eyes and protect against damage that can occur from UV rays. Be sure to wear sunglasses with labels that indicate that they absorb at least 90 percent of UV sunlight.

Wear foot protection: Many times, people's feet can get burned from the sand or cut from glass in the sand.

#### **HOME POOLS**

Learn to swim. The best thing anyone can do to stay safe in and around the water is to learn to swim--this includes adults and children. The American Red Cross has swimming courses for people of any age and swimming ability. To enroll in a course to learn or improve your ability to swim, contact your local Red Cross chapter.

Never leave a child unobserved around water. Your eyes must be on the child at all times. Adult supervision is recommended.

Install a phone by the pool or keep a cordless phone nearby so that you can call 9-1-1 in an emergency.

Learn Red Cross CPR and insist that babysitters, grandparents, and others who care for your child know CPR. Post CPR instructions and 9-1-1 or your local emergency number in the pool area.

Enclose the pool completely with a self-locking, self-closing fence with vertical bars. Openings in the fence should be no more than four inches wide. If the house is part of the barrier, the doors leading from the house to the pool should remain locked and be protected with an alarm that produces sounds when the door is unexpectedly opened.

Never leave furniture near the fence that would enable a child to climb over the fence.

Always keep basic lifesaving equipment by the pool and know how to use it. Pole, rope, and personal flotation devices (PFDs) are recommended.

Keep toys away from the pool when it is not in use. Toys can attract young children into the pool.

Pool covers should always be completely removed prior to pool use.

To learn more about home pool safety, you can purchase the video. *It Only Takes a Minute* from your local Red Cross chapter.

If a child is missing, check the pool first. Go to the edge of the pool and scan the entire pool, bottom, and surface, as well as the surrounding pool area.

### **SAFETY IN, ON AND AROUND THE WATER**

Maintain constant supervision. Watch children around any water environment (pool, stream, lake, tub, toilet, and bucket of water), no matter what skills your child has acquired and no matter how shallow the water.

Don't rely on substitutes. The use of flotation devices and inflatable toys cannot replace parental supervision. Such devices could suddenly shift position, lose air, or slip out from underneath, leaving the child in a dangerous situation.

Enroll children in a water safety course or Learn to Swim program. Your decision to provide your child with an early aquatic experience is a gift that will have infinite rewards. These courses encourage safe practices. You can also purchase a *Community Water Safety* manual at your local Red Cross.

Parents should take a CPR course. Knowing these skills can be important around the water and you will expand your capabilities in providing care for your child. You can contact your local Red Cross to enroll in a CPR for Infants and Child course.

### **LAKES AND RIVERS**

Learn to swim. The best thing anyone can do to stay safe in and around the water is to learn to swim--this includes adults and children. The American Red Cross has swimming courses for people of any age and swimming ability. To enroll in swim course, contact your local Red Cross chapter.

Select a supervised area. A trained lifeguard who can help in an emergency is the best safety factor. Even good swimmers

can have an unexpected medical emergency in the water. Never swim alone.

Select an area that is clean and well maintained. A clean bathhouse, clean restrooms, and a litter-free environment show the management's concern for your health and safety.

Select an area that has good water quality and safe natural conditions. Murky water, hidden underwater objects, unexpected drop-offs, and aquatic plant life are hazards. Water pollution can cause health problems for swimmers. Strong tides, big waves, and currents can turn an event that began as fun into a tragedy.

Make sure the water is deep enough before entering headfirst. Too many swimmers are seriously injured every year by entering headfirst into water that is too shallow. A feet first entry is much safer than diving.

Be sure rafts and docks are in good condition. A well-run open-water facility maintains its rafts and docks in good condition, with no loose boards or exposed nails. Never swim under a raft or dock. Always look before jumping off a dock or raft to be sure no one is in the way.

Avoid drainage ditches and arroyos. Drainage ditches and arroyos for water run-off are not good places for swimming or playing in the water. After heavy rains, they can quickly change into raging rivers that can easily take a human life. Even the strongest swimmers are no match for the power of the water. Fast water and debris in the current make ditches and arroyos very dangerous.

### **OCEAN SAFETY**

Learn to swim. The best thing anyone can do to stay safe in and around the water is to learn to swim--this includes adults and children. The American Red Cross has swimming courses for people of any age and swimming ability. Contact your local Red Cross chapter for information on courses.

Stay within the designated swimming area, ideally within the visibility of a lifeguard.

Never swim alone.

Check the surf conditions before you enter the water. Check to see if a warning flag is up or check with a lifeguard for water conditions, beach conditions, or any potential hazards. Stay away from piers, pilings, and diving platforms when in the water.

Keep a lookout for aquatic life. Water plants and animals may be dangerous. Avoid patches of plants. Leave animals alone.

Make sure you always have enough energy to swim back to shore.

Don't try to swim against a current if caught in one. Swim gradually out of the current, by swimming across it.

### **WATER PARKS**

Learn to swim. The best thing anyone can do to stay safe in and around the water is to learn to swim--this includes adults and children. The American Red Cross has swimming courses for people of any age and swimming ability. To enroll in a swim course, contact your local Red Cross chapter.

Be sure the area is well supervised by lifeguards before you or others in your group enter the water.

Read all posted signs. Follow the rules and directions given by lifeguards. Ask questions if you are not sure about a correct procedure.

When you go from one attraction to another, note that the water depth may be different and that the attraction should be used in a different way.

Before you start down a water slide, get in the correct position -- face up and feet first.

Some facilities provide life jackets at no charge. If you cannot swim, wear a Coast Guard-approved life jacket. Check others in your group as well.

### Den Activity

**BUCKET BRIGADE RELAY** - Play outdoors. Divide den into two teams. Give each team two pails, one filled with water and one empty. Place the empty bucket some distance from each team. On signal, the first player in each team carries the full pail to the empty one and pours the water into it, and then returns to the next person in line with the full pail. The next boy repeats the same actions, and so on until all have carried the water. This is not a speed contest. The winning team is the one that has the most water in one pail when all the members have finished.

**GO FISH** - Trace six to ten fish on construction paper and cut out. Attach a paper clip to the top of each fish. Draw eyes, mouth, and fins with a marker. Tie a magnet to a 15-foot length of string. Tie the other end of the string to a stick. Place the fish in a box. (An old fish tank is even more fun.) To make the game harder, put the fish in a metal coffee can (the magnet sticks to the sides and the fish drop off). See how many fish you can catch by having the magnet catch on the fish paper clips. Whoever catches the most fish in a given time limit wins.

**EEL RACE** - Choose teams of four. Everyone gets down on hands and knees and the teams line up behind their leader. The second member grasps the leader by his ankles, and the player behind him grabs hold of his ankles, etc. When the starting signal is given the eel's race across the room, turn around and return to the starting point without breaking the hand and ankle hold.

**STEAL THE TURTLE** - Play in Waist deep water. Divide boys into two equal teams that line up facing each other 20 feet apart. Each team member is given a number. A leader tosses a large rubber ball in the middle of the play area and calls out a number. The opposing players with that number race for the ball. The player who gets it and returns to his place without being tagged by the opposing player scores one point. When both boys are back at their places, the leader calls out another number. For a real scramble, call all numbers at once.

**IN THE SEA** - Arrange partners around in a circle. Have the leader, call out "in the sea" when this is done all players are to jump into the circle. When he calls "on the beach" all player then jump back out of the circle. Anyone making a mistake is out of the game. The last player is the winner.

**GRAB THE FISH TAIL** - Boys and their partners line up in a single file, holding each other around the waist. The first

boy is the fish's head; the last person is the tail. When all are ready the leader says, "Go." The head tries to catch the tail. The tail tries to avoid being caught. The boys must keep hold on each other. The longer you can make this fish, the more fun you will have!

### Go See It

Go to a water park  
Visit a Lake

Go to a pool  
Visit a fish farm

## PACK AND DEN ACTIVITIES

### WATER SAFETY

*Circle Ten Council*

**Before you take your pack or den out for any water-related activities, please read:**

Safe Swim Defense  
Home Swimming Safety Rules  
Water Rescue  
Safety Afloat

### PLAY SAFE AND HAVE FUN

*Circle Ten Council*

Most cities offer recreation swimming at their pools with qualified lifeguards on duty. Call your city's parks and Recreation Department or community Services office for specific locations, hours and fees. Some YMCA offices open pools outside their normal facilities for more affordable fees. Call the YMCA near you for more information. Some pools require letting them know ahead of time if you are planning to bring a large group so that they can arrange to have more lifeguards on hand.

### Things to Do

*Alice, Golden Empire Council*

- ★ If you're lucky enough to have a rainy day for your den meeting, take a rainy day hike – dress properly and use all your senses to really appreciate the rain!
- ★ On a rainy day, make some quick paper boats and sail them in the gutter.
- ★ Take a hike along a stream, or even in it, if it's safe and you have the right footwear. Look for differences in the water color, flow, what animals and plants grow along the stream, what kind of rock, sand or soil the stream runs along. Try a silent hike to really enjoy the sound of the water – anyone who spots something interesting just stops and raises their hand so everyone can enjoy the discovery. Bring along a bag to pick up man-made trash and keep the stream beautiful.
- ★ Try the Incredible Journey under "Theme-Related." Have a discussion about your journey when you're done.
- ★ Call your local water utility for a guest speaker, or arrange a visit – they always have lots of great ideas, brochures and sometimes even posters to share!
- ★ Do a water-related service project, such as stenciling "Do not dump-Drains to River" signs by storm drains. Contact your local water utility or go to Project WET or a local Creek Support group for great local ideas. (There are even grants available to pay for needed supplies) See website for info.

- ★ To demonstrate how essential water is for our bodies, have each boy make a full-size outline of his body, fold it into tenths, and then color in 7 of the 10 spaces with blue to visually show that 70% of our bodies is water!
- ★ Show the different forms water can take by filling a glass with water, (liquid) then putting it in the freezer for a few minutes – when you bring it out, a temporary fog cloud will form (gas). Finish up with a popsicle treat (solid).
- ★ Have a “guest expert” from your pack or outside teach boys how to fish, boating and water safety, or how to make knots that are used in a marine environment.
- ★ Invite a handyman to show the boys how to make simple repairs, find leaks, or install water saving devices. Then boys and parents can make changes in their own homes.
- ★ Check with your local water resources department and the US Environmental Protection Agency for some great posters, brochures, charts, information and activities you can share with the families in your den and pack. (On their websites, look for a section specifically for KIDS; they may also have a section for parents or teachers)
- ★ Using brochures from the local water department or hints created from the material under “Theme-Related,” have a den or pack share water saving hints with the pack or their neighborhood.
- ★ Cubs or dens could set up a display to demonstrate the amount of water used and saved when leaks are fixed or out-dated equipment is replaced. (Seeing a five gallon container of water makes a strong impact, especially if paired with the cost over a month or year of a simple dripping faucet)

**IDEAS FOR PACK ACTIVITIES:**

*Baltimore Area Council*

- Visit the Baltimore Aquarium (*or one near you*)
- Have a water balloon battle
- Visit the Goddard Space Flight Center (*or another NASA installation*)
- Visit the Flag House (*or see the Star Spangled Banner from Fort McHenry at the Smithsonian or the Betsy Ross House or something else historical for the Fourth of July*)
- Hold a Raingutter Regatta (*Check it out in this section!*)
- Visit the C & O Canal (*or another water based historical attraction near you. We visited an historic canal near Dayton, OH a few years ago*)

**IDEAS FOR DEN ACTIVITIES:**

*Baltimore Area Council*

- Help clean up a stream
- Go Fishing
- Go for a hike in a local park (Take plastic grocery bags and leave the place looking better than you found it!)
- Make blue gelatin with gummy fish for a snack
- Hold walnut shell boat races

**Water Fun Ideas**

*Capital Area Council, TX*

- A water carnival
- A fishing derby
- A raingutter regatta
- A backyard beach party
- A sea adventure pirate night
- A trip to a water theme park
- A swim and picnic day at your local park
- A visit to the local swimming pool

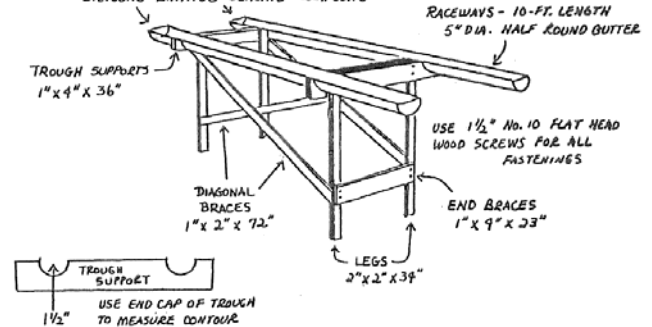
**Raingutter Regatta**

*Baltimore Area Council*

*(See Cub Scout Activities Book for additional help)*

**Copy the picture and enlarge it for easier use CD**

USE 1/8" RIVETS OR BOLTS TO FASTEN END CAPS TO TROUGH – THEN SEAL JOINTS INSIDE WITH SILICONE BATHTUB SEALING COMPOUND



Ahoy mates! You’re watching the sailing regatta of the century! Although the waterways are only 10-foot lengths of rain trough filled with water and the ships are a mere six inches long, each race can be an exciting event. This is a very popular Pack race. Each Cub Scout makes his own boat (with a parent’s or grandparent’s help) to enter in the race. The raceway consists of a simple frame that supports two 10-foot lengths of rain trough filled with eight gallons of water. The frame is designed so it can be assembled and disassembled quickly. The illustration shows you what it looks like. The material sizes and fastening details follow.



**Materials Needed for Double Raceway:**

- ✓ 2 - 10 ft. lengths of 5” diameter half round gutter
- ✓ 4 - End caps for gutter and rivets or bolts to attach end caps to gutter
- ✓ 2 - Trough supports 1” x 4” x 36” long boards. Cut them out so that gutter fits snugly
- ✓ 2 - End braces - 1” x 4” x 23”
- ✓ 4 - Diagonal braces - 1” x 2” x 72”
- ✓ 4 - Legs - 2” x 2” x 34”
- ✓ 1 1/2” #10 flat head wood screws for all fastenings (Bolts could be used to fasten the braces on the legs to allow for easier disassembly for storage.)



**Fishing Derby**

Baltimore Area Council

*There are a lot of good games listed here as alternate activities, don't miss them!!*

*Also, there are many specifics for Maryland in here, but I am sure if you check with your local state officials you will find many of the same programs wherever you live.*

*Go to the "My Home State" Baloo for the list of state websites for kids if you don't know where to start. CD*

There are two kinds of Cub Scout Pack fishing derbies: both are fun for boys and parents.

- ✓ One is a partner-and-son fishing trip to a nearby lake or river where adults and boys can fish off the bank or in boats. Small prizes are awarded for the biggest fish, smallest fish and best string.
- ✓ The other type is a family outing with games and contests related to fishing. The ideas listed here are for this kind of derby.

We are quite lucky in the State of Maryland, that the Department of Natural Resources (DNR) and Fisheries has a program called "Hooked on Fishing not on Drugs", where the DNR will supply on a loan basis, rods and reels to Scout units, free of charge. The DNR also has other resources such as booklets on fishing for youth, the State laws on fishing in Maryland, and other literature. The Fisheries can stock ponds and streams for events if open to the public. They also have flyers, posters, and other items that can be used in your derby. The DNR police are a good source who will visit a Pack Meeting and explain fishing laws, conservation, water safety, etc.

In the Baltimore Area Council, the Bass Masters will do demonstrations on casting and fishing methods. This organization has several programs depending on the local group which the boys can win prizes and other awards. In the past, the owner of a local bait shop has supplied worms or bait for Scouting activities. The State of Maryland has several other programs which are coordinated through the DNR, one such program is "My First Fish" for anyone catching their first fish in Maryland. A form is filled out and a certificate is sent to the fisherman. A second is, "Catch and Release," if the Cub catches and then releases a fish (alive) there is a patch and certificate available that can be obtained from the DNR.

The fishing derby committee should follow Cub Scout guidelines for planning special events. Planning includes securing a site, arranging for transportation, planning activities and obtaining prizes and arranging for food and equipment. Try special promotional gimmicks such as invitations in the shape of a fish.

Make identifying signs for each contest area. Use ropes, posts, colored streamers, and colorful signs to mark game areas. Consider using a public address system to control the activities, if necessary and a tape player to provide lively music.

**Suggested Fishing Derby Schedule**

1:00 - 2:00 Gathering-time activities  
 2:00 - 3:30 Special contests  
 3:30 - 3:45 Awards ceremony  
 3:45 - 5:00 Free time for fishing  
 5:00 - 6:00 Meal and clean-up

You do not need to buy a lot of expensive equipment to start with. You just need a rod and reel (or a cane pole), some line and hooks and a few weights and floats. You also need a disgorger, or "hook-out", which is a metal or plastic tool used to take a hook out of the fishes mouth without hurting the fish.

**Tackle for the Job**

**What about bait?** To catch fish, anglers (fishermen) use some sort of food, or bait, to tempt fish to bite on the hook. Bait can be real food, either alive or dead. It can also be an imitation, which is used to trick the fish. Artificial flies and lures are in this category. So is a piece of aluminum foil attached to the line.

**Knots** - Fishing line is quite smooth and you will need to learn how to tie special knots that do not slip when tying a hook onto the line. Always make the line wet before tightening the knot. Test the knot by pulling from both sides before you start fishing. Have a fisherman teach you knots that can be used to tie your hook onto you line and then practice them. Or find pictures that show the knots and practice them.

**Games for your Fishing Derby**

*You may want to have some alternate activities ready to go in case the fish are not biting that day. Or younger Scouts become restless.*

**Guessing Contest:** How many fish eggs are in the jar? Use marbles for the eggs. The winner gets the jar of marbles.

**Snapping Fish Game:** This game requires several fishing poles with sinkers and a piece of foam rubber attached to a 3 -by-4 foot line. Also, have several mousetraps set to spring. Object of the game is to set off a trap by hitting it with the foam rubber without getting the line caught in the trap.

**Fish & Net Game:** Three to five Cubs join hands to catch fish (Cubs) by surrounding individual players. Those who are caught become a part of the "net". The last five Fish caught make up the net for the next game.

**Sardines:** Select one Cub to be "It". He hides while the other players count to 100. Then they all search for him. When someone finds "It" they hide with him. Continue until the last Cub locates "It". The first Cub that found "It" is the new "It" for the next game.

**Fishpond Games:** An infinite variety of games are possible with a "hook", a line, and a pole. Make hooks from coat hanger wire, paper clips, magnets, or even sticky gloop. Cut fish from felt, cardboard, wood, or sheet metal. The players can catch the fish by hooking them and lifting them out of the Ocean or stream. Fish can be marked with different point values or different colors can be worth different points, or even feats of skill (do a head-stand or hand-stand).

**Crab Relays:** Have the first Cub in each line sit on the floor with his back to the finish line. On a signal, he walks backwards on his hands and feet with his body parallel to the floor. When he reaches the finish line, he stands up and runs back and touches the next player. Who repeats the action, the first team to finish wins.

**Rope Throw Rescue:** Each Den has a coil of rope or clothesline and adults representing drowning persons whom must be rescued. The Cubs in turn throws the rope to a drowning person, who grabs it and let go. The player recoils the rope and hands it to the next player. Repeat until all have been rescued.

*There is so much that can be done at a Pack Fishing Derby. Let your imagination run wild. Other games can be: Harpooner, where a Cub takes aim at a whale with a broomstick (harpoon). There is also the Fish Market where the Cubs throw slippery fish to their teammates who have to stack them (The fish are small nerf footballs that were soaked in baby oil). Casting competitions, mend fishing nets. A chowder race where each Den has to put an ingredient into the pot to complete the chowder. The derby can also be ended with a Crab Feast or Clam Bake.*

#### Special Contests

**Reeling Relay:** Dens and families are arranged in relay fashion. The first player on each team has a fishing pole and reel. On signal, he places the fishing pole and reel on the ground in front of him, takes the plug and runs to a line 25 feet away, unwinding the line as he goes. He then runs back, sits on the ground, and reels in the line. The next member follows and so on, until all have played. First team finished wins.

**Fishing Relay:** The "fishpond" is a large cardboard box turned upside down, with slots cut in the bottom. In each slot, insert a "fish" cut from cardboard. On each fish mark a length and weight for it. For each team, you need a cane pole with a 3-foot string and a bent paper clip for the hook. Team members line up relay fashion, with the first member holding the pole. On signal he runs to the fishpond and catches a fish. A judge records the length and weight. The team with the greatest weight total of fish wins.

**Rowing Relay -** Players on each team sit or kneel in a large cardboard box and propel themselves to the goal line and back by using two short broomsticks with rubber tips.

**Go fishing in the Lake:** Prizes could be given for biggest fish caught, littlest fish, most fish caught, longest fish caught, etc. Inexpensive fishing tackle might be used for prizes.

#### The Incredible Journey

*Alice, Golden Empire Council*

*"I did this with my den and they had a great time and wanted to continue the game" – If you ever get the chance to take the Project WET workshop, don't hesitate – Lots of great ideas!" Alice*

#### Materials:

- ✓ 9 large dice (could be made from 6" sq. boxes) marked with numbers 1-6;

- ✓ 9 signs to mark stations (could include appropriate pictures) with a list of where the drop goes next or why it stays at that location; chenille stems for each person;
- ✓ 9 different colors of pony beads, one for each station, enough for every person to add a bead each time;
- ✓ Bell or whistle to mark time to change stations or roll the dice again

**Set Up:** Make station signs, including the following possible moves for the water drop:

#### Soil Station:

- #1 - water absorbed by plant; (plant)
- #2 – Soil saturated, water runs into river; (river)
- #3 – water filters into soil; (ground water)
- #4-water evaporates into clouds; (clouds)
- #5-water evaporates into clouds; (clouds)
- #6-water stays in puddle on surface; (stay)

#### Plant Station:

- #1, #2, #3, #4: water leaves the plant thru transpiration, evaporating (clouds)
- #5 , #6: water is used by the plant (stay)

#### River Station:

- #1-water flows into a lake (lake)
- #2-water filters into soil (ground water)
- #3-water flows into ocean (ocean)
- #4-an animal drinks water (animal)
- #5-water evaporates in heat (clouds)
- #6-water stays in the river current (stay)

#### Clouds Station:

- #1-water condenses and falls on soil (soil)
- #2-water condenses into snow, falls on glacier (glacier)
- #3-water condenses, falls into lake (lake)
- #4-water condenses, falls into ocean (ocean)
- #5-water condenses, falls into ocean (ocean)
- #6-water clings to dust particle (stay)

#### Ocean Station:

- #1, #2: water evaporates into clouds (clouds)
- #3, #4, #5, #6: water remains in ocean (ocean)

#### Lake Station:

- #1-water filters into soil (soil)
- #2-an animal drinks the water (water)
- #3-water flows into a river (river)
- #4-water evaporates into clouds (clouds)
- #5, #6: water remains in the lake (lake)

#### Animal Station:

- #1, #2: water excreted as feces, urine (soil)
- #3, #4, #5: water is evaporated from body (clouds)
- #6-water incorporated into the body (stay)

#### Ground Water Station:

- #1-water filters into a river (river)
- #2, #3: water filters into a lake (lake)
- #4, #5, #6: water stays underground (stay)

#### Glacier Station:

- #1-ice melts and water filters into ground (ground water)
- #2-ice evaporates into clouds (clouds)
- #3-ice melts and water flows into river (river)
- #4, #5, #6: ice stays frozen in glacier (stay)

**Directions:**

- Be sure and explain that this game allows each boy or team to be a single drop of water – using the dice and moving from station to station, the boys will learn all the different ways the water drop can travel.
- They will also learn that the drop may stay in the same form, at the same station, such as “clouds,” just as a real drop of water might do.
- Divide the group so each one starts at a different station.
- They pick up a bead and put on their pipe cleaner, then roll the dice to see what the drop of water is going to do next.
- The six numbers under each station are the six numbers on the die. The word in parentheses is the station where the drop of water (Cub Scout) goes next.
- They must wait for the whistle or bell before moving to the next station (or picking up another bead and rolling the dice again if there water drop was told to stay in the same form).
- Remind the boys that they must do whatever the number on the dice tells them to do, even if that means they stay at the same station for another turn – if that happens, they get another bead of the same color, then roll the dice again.
- Now, if you are used to boys, you will expect quite a reaction to the Animal Station, #1 and #2 – that whole “bathroom humor” thing. But just remind them that all animals, including Scouts, must have water to survive!
- Be SURE to demonstrate playing this game, starting at a station, adding a bead, rolling the dice and the various instructions the boys might have to follow – make sure everyone understands so they can have fun and learn!
- You may want to set a specific time limit of 10 minutes, or you might let the boys keep playing till everyone has had a chance to move around to most stations.
- After the game, let everyone compare their bead bracelet and talk about why there was a difference between stations – do they think their water drop moved in a way a real one might?
- Lead a discussion about why they may have stayed in a location more than one turn – do they think that would happen in real life?

Go to the Project WET website, [www.projectwet.org](http://www.projectwet.org) for more great ideas!!

**Giant Wind-Up Water Bug**

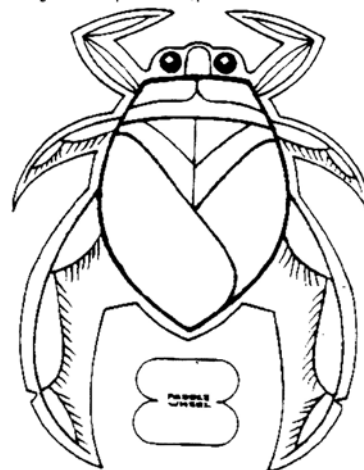
*Baltimore Area Council*

**Materials:** Two Styrofoam meat trays, 3" long light thin rubber bands, pencils, scissors, white glue, sharpie marker, colored pencils or markers.

**Instructions:**

1. Cut the bottoms of the meat trays out and glue them together, making sure that one of the trays has the smooth side out.
2. Transfer the bug and paddle wheel patterns to the smooth side. Use carbon paper or trace to another sheet of paper, blacken the backside of the tracing with a #2 pencil or crayon and then trace over the pattern with a dull pencil.

3. Cut your bug out of the Styrofoam being sure to include the notches in the legs for the rubber band.



4. Decorate the bug with colored markers or pencils.
5. Stretch the rubber band between the legs. A thin rubber band that fits without stretching much is essential.
6. Slip the paddle wheel in the middle of the rubber band loop and wind up gently. Placing the paddle wheel off center will cause the bug to travel in circles.
7. A toddler's swimming pool is the ideal place to release your bugs. Try having a Den race.

**4 Hats, One “River”**

*Alice, Golden Empire Council*

**Materials:**

- Four sets of cards as above, including some blank ones, based on whatever body of water is most common in your area.
- Four hats to represent four different kinds of people who would use the water. The farmer could wear a straw hat, the fisherman a cloth hat with lures on it, the recreational user could wear a baseball cap, and the industrial user would wear a hard hat.

**Instructions:**

- ✓ Divide the group into four sections; each one chooses a spokesman, who wears their hat.
- ✓ The group gets a set of the cards, plus some blank ones they can fill in themselves.
- ✓ Each group can decide what features would be good for their use, and what would be harmful.
- ✓ After 5 minutes, each spokesman can report on what the group decided.
- ✓ To use the cards as part of competition between groups, each person chooses a card when it's their turn to wear the hat, then posts the card on the wall, and the other groups get a chance to compete to tell whether the card represents something good or bad for the group represented by the hat; they have to also tell why.
- ✓ If there isn't anyone in the other three groups that can supply an answer, the group that chose the card gets a point.
- ✓ After each boy has had a turn to wear the hat and ask for answers, tally the points to find the winner.

*This could also be used as a den game.*

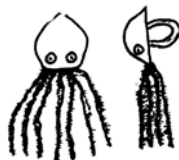
*This is how Alice did it -*

When I did it as a Den Game, Each boy got a turn to wear the hat for his group, and chose a card for their river or stream or whatever. Then they told the group why it was a good thing or a bad thing for their water environment.

Another way to play would be to have each boy in the den have a turn to pick a hat to wear. Then he chooses a card and explains why it would be good or bad for the fisherman, farmer, recreational user or industrial user of water (whatever hat is wearing)

### Octopus Tie Slide

*Baltimore Area Council*



**Materials:** English walnut shell carefully halved; small wiggle eyes; black chenille stems, black tamper evident ring from a soda bottle; hot glue; craft glue; black acrylic paint.

#### Instructions:

1. Paint the exterior of half a walnut shell black. Let dry.
2. Consider the pointed end of the shell as the top and use craft glue to attach the eyes approximately a fourth of the way up from the bottom. Let dry.
3. Cut 4 chenille stems in half. Bend each piece in half. Hang them on the soda ring. Put some hot glue into the shell. And carefully press the eight legs and ring into the glue, extending them from the rounded end.
4. When the glue is dry, fill the rest of the shell with hot glue.

### Balloon Powered Boat

*Longhorn Council*

**You will need:** 1/2 gallon milk carton (need 1/2 for each boat); A drinking straw that bends; Heavy-duty tape; A long balloon; Scissors; A nail.

1. Cut one side from the carton to make the boat.
2. Trim the straw so the part that bends is exactly in the middle. The straight parts should be about 2 inches each.
3. Tape one end of the straw inside the balloon. Secure the tape tightly but don't collapse the straw.
4. Using the nail, poke a hole in the bottom of the carton (the stern of the boat).
5. Insert the balloon straw "ari jet" through the hole in the stern. Pull the straw through and bend it at a ninety-degree angle.
6. Blow up the balloon. Then hold the end of the straw with a finger. Launch the balloon boat in the water.

### Bubble Fun

*Capital Area Council, TX*

Blow a soap bubble and watch it float in the air. Blow gently to keep it aloft without popping it. Have a contest to see who can keep a bubble in the air longest, or how far you can blow your bubble before it bursts.

#### Basic Bubble Solution

- 1 cup Joy or Dawn
- 3-4 Tablespoons glycerin (optional, available at drugstore)
- 10 cups clean cold water (up to 50% more on dry days)

#### Directions

- ✓ In a clean pail, mix the ingredients well.
- ✓ Do not stir too much, you don't want froth on the top.
- ✓ Leave it overnight if you have time.
- ✓ You don't have to have glycerin but it makes the bubbles last longer and you get larger without breaking.

#### Giant Bubble Wand

- ✓ Thread the string through both of the straws and knot the ends.
- ✓ Lay the straws and string down in the BUBBLE SOLUTION.
- ✓ Gently lift up the straws, one in each hand.
- ✓ Spread the straws apart as you lift, and a giant bubble will form.
- ✓ Wave your arms across in the air, and it will be set free, to float up, up, and away!

#### Assorted Wands

- ✓ Twist thin wire (*from hangers?? CD*) into fun shapes.
- ✓ Use beads for handles for smaller wands.

### Tub Time Toy

*A tub-time toy that doesn't need batteries.*

*It does move on its own.*

*Longhorn Council*

**You will need:** Waxed cardboard (e.g. milk or ice-cream cartons, butter boxes); Scissors; Pencil; Ruler; Waterproof tape (duct tape or strong packing tape); Bar of Ivory soap.

1. If you are using cardboard from food container, wash out the carton well.
2. Cut a 2" by 3" rectangle out of one side of your carton. Find the center of a short side of the rectangle, and then use a ruler to mark a straight line from this center point to the corners at the opposite end. Fold up along these lines.
3. Tape up the end of the boat with the waterproof tape.
4. Cut a very small wedge from the soap. Then cut a hole in the back of your boat, making it smaller than the wedge.
5. Put the boat in a half-full sink, bathtub or other quiet water. Place the soap wedge into the hole in the boat so that the point of the wedge is touching the water. The rest of the wedge sits on top of the boat. Now watch your boat move forward.

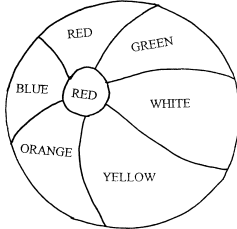
**No Care Aquarium**  
*Longhorn Council*

You will need: Two 9" paper plates; Small amount of sand or aquarium gravel; Two shades of green construction paper; 8" square of clear sandwich wrap; Glue; Scissors.

1. Cut center out of one plate and glue clear sandwich wrap on inside.
2. Cut a circle of green construction paper and glue it inside the other plate.
3. Spread a light coat of glue over a 1" strip at the bottom of the green circle. Sprinkle sand over the glue. Let dry and shake off excess sand. Optionally, you may want to use aquarium gravel (you will need more glue for gravel).
4. Draw several fish or cut out some pictures of fish from a magazine. Glue them above the sand on the green circle. Use lighter shade of green for seaweed. A few wavy lines made with a dark green marker will make the water look as though it's moving.
5. Staple the plates together or sew them together with colored yarn.
6. Now you can see the aquarium picture through the clear sandwich wrap.

**VARIATION:** In place of clear wrap, use clear blue cello wrap (used to wrap fruit baskets and the like, available at a craft store). You will not have to use the construction paper circle.

**Beach Ball Neckerchief Slide**  
*Santa Clara County Council*



**You will need:**

One half-ball-shaped wood piece 1 1/2" diameter\* (available at a craft store);

Acrylic paint or permanent markers;

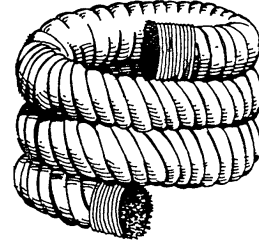
1/2" section of 1/2" PVC pipe;

Thick craft glue or low temp glue gun.

\*If you cannot find half-ball shapes, cut a wooden ball in half. Be careful, it is small and craft wood shapes are usually hardwood. **Adult should do this.**

1. Paint the wood piece like a beach ball.
2. Let it dry.
3. Glue the PVC pipe section onto the flat side of the 'beach ball'.

**Rope Neckerchief Slide**  
*Santa Clara County Council*



**You will need** a piece of rope about 8-inches long and a whipping cord.

Whip both ends of the rope (Bear Achievement 22).

Lay a bead of low temp glue along the rope and coil the rope in a circle. It may be easier if you wrap the rope around a 1/2" dowel, being careful not to glue the rope to the dowel.

**Buoy Key Ring**

*Longhorn Council*

**You will need** a large enough piece of cork and twist ties. It floats, so it's a good gift for anglers and boaters.

1. Drill a hole through the middle of a cork.
2. Insert a large plastic coated twist tie through the hole in the cork.
3. Thread the key onto one end and securely twist the ties together.
4. Test for buoyancy in a sink filled with water. If it sinks, try a larger cork or add another one.

**Footprints in the Sand**

*Santa Clara County Council*



Capture that barefoot-on-the-beach feeling -- and a record of your feet -- with this simple plaster-casting project.

**Supplies:** Plaster of Paris, small bucket, freshwater, 4-inch lengths of string (optional)

**Directions:**

Choose a site to cast your molds -- the moist, hard-packed sand near the water's edge works best.

Firmly press both feet into the sand. The prints should be about 1/2 inch to 2 inches deep. (If your child can't press down that hard, he can use his finger to dig down into the print, following its shape.)

Mix up the plaster, according to the directions on the package, so that it has a thick, creamy consistency. Pour the wet plaster gently into the footprints.

To make hangers, tie a knot about a half-inch in from each end of the pieces of string. As the plaster begins to harden, push the knotted ends into the plaster and let dry.

After 20 to 25 minutes, gently dig the footprints out of the molds and brush away any excess sand. Set sole-side up in the sun for about an hour to let harden.

**Jet Boat I**

*Santa Clara County Council*



Kids will love being the captain of this balloon-powered jet boat - perfect for racing in pools, ponds and bathtubs.

**Supplies:** Plastic pipe elbow, 1/2 inch in diameter, and its accompanying plastic nut (ask at your local hardware store); Two 5 1/2 x 8-inch Styrofoam food trays; Balloon; Rubber band

**Directions:**

Thread the nut on the plastic pipe elbow. Then cut a hole in the bottom of one of the trays and push through the elbow's non-threaded end.

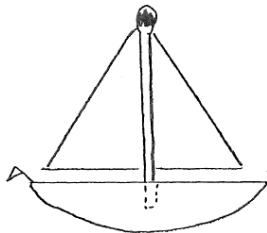
Stretch the balloon over the threaded end. Next, secure the elbow underneath the tray with the rubber band, wrapping it around several times.

Cut a rudder from the other tray, and insert it through a slit cut in the stern of the boat.

**Tips:** To operate the vessel, inflate the balloon by blowing into the elbow. Block the end of the pipe with your finger as you set the boat in the water, then release it and watch the boat zip away.

**Yacht Tie Slide**

*Baltimore Area Council*



- ✓ The hull is whittled from white pine or balsa. The mast is a burned match. The boom is a toothpick. The sail is a triangle of white or red fabric.
- ✓ Whittle and sand hull, It is flat on back and curved on front,.
- ✓ Drill 3 holes, one in top for match mast, 2 in back for plastic or metal ring cut in half.
- ✓ Glue mast in place. Glue boom to lower edge of sail.
- ✓ Glue sail and boom mast and let glue dry,
- ✓ Glue ring in place, While it is drying, make small flag for stern from construction paper triangle (tiny) glued to straight pin,.

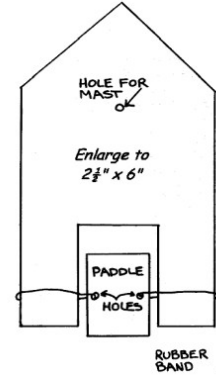
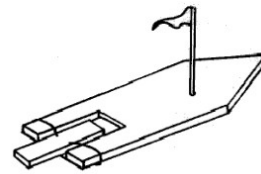
**Build a Boat**

*Baltimore Area Council*

**Materials:** Wood shingle, lollipop stick, colored paper, rubber bands, glue

**Directions:**

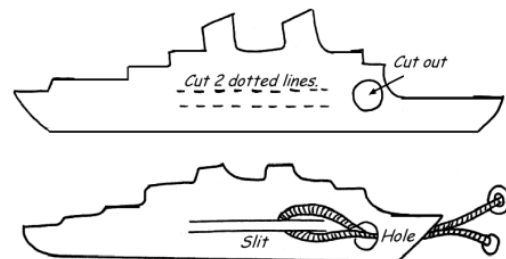
- ✓ Cut Cardboard template
- ✓ Trace on to Shingle
- ✓ Cut out boat outline
- ✓ Make Paddle



- ✓ Drill holes for the Rubber Bands
- ✓ Drill Hole for Mast
- ✓ Mount Mast
- ✓ Cut out flag, attach to stick, & Glue
- ✓ Wind Paddle Up
- ✓ NOW... LAUNCH YOUR BOAT!

**Leather and Button Puzzle**

*Baltimore Area Council*



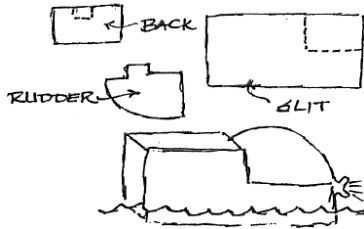
**Trick:** Remove string and button without untying buttons.



Trace the ship pattern on vinyl. Make 2 parallel cuts as per diagram) in center of strip of vinyl. At end cut hole, slightly larger then the width between the slits. Pass heavy string under slits, through the hole, and fasten buttons to loose ends of string. Buttons need to be too large to fit through the hole To solve the puzzle, fold the vinyl, pulling the slit away from the body of the vinyl. Fold the slit material in half and pass it through the hole with the string pinched at the end of the folded slit. Once the slit and string are through the hole, the button on the end of the string can be pulled through the loop of vinyl and removed. Reassemble by reversing the process.

**Jet Boat II**

*Baltimore Area Council*



**Materials:**

- Quart milk carton
- Scissors
- Tape
- Balloon

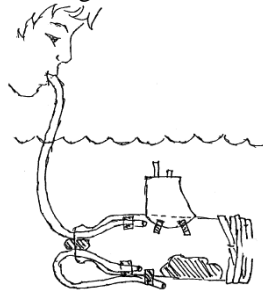
Cut carton on dotted lines as shown and remove cut section. Make slit near front bottom for rudder, made from cut out section, and notch in rear as shown. Tape rudder in place. Place blown up balloon in boat and watch it go!

**Submarine**

*Baltimore Area Council*

**Materials:**

- 2 Plastic bottles
- Adhesive tape
- 24" Piece of plastic tubing
- Scissors
- 12" Piece of plastic tubing
- Clay



**Directions:**

- ✓ Remove cap from bottle.
- ✓ Cut around bottle 2" from bottom.
- ✓ Push both pieces of tubing into the bottle through the neck and secure as shown.
- ✓ Bend the short piece around and tape it to the outside of the bottle.
- ✓ To make it float properly add a large wad of clay inside bottle as shown. Be careful not to plug tubes.
- ✓ Use a second piece of clay to make the top air-tight.
- ✓ Replace bottom of bottle and tape tightly.
- ✓ Use second bottle to make conning tower, tape in place.
- ✓ Place sub in water.
- ✓ Blow into long tube to make it rise and suck air out to make it sink.

**Wave Maker**

*Circle Ten Council*

Fill a clean, empty, clear plastic soda bottle half full of water. Add some blue and/or green food coloring, twist on the lid and shake it to mix the coloring well. Now add vegetable oil nearly to the top (leave about 1" air space). Swirl the bottle while it is standing up or lay it on its side to watch the waves. Try creating large bubbles by turning the bottle over and over a few times. Really shake it up to create millions of tiny bubbles.

**Sand Paperweight**

*Circle Ten Council*

Mix some small shells and colored aquarium gravel into some sand. Pour this mix into a clean baby food jar. Spray paint the lid and screw it on tight. Set jar upside down on the lid for a paperweight.

**Fish Tank Neckerchief Slide**

*Baltimore Area Council*



**Materials needed:** Empty Tic Tac container, construction paper, glue, scissors, colored fish tank beads or plastic gravel or craft melting beads, PVC pipe ring.

**Directions:**

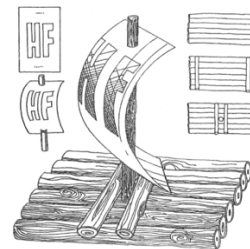
- ✓ Carefully remove lid from Tic Tac container.
- ✓ Inside glue blue construction paper to the back.
- ✓ Spread glue on the bottom of the container and put in the colored fish tank beads or plastic gravel or craft melting beads as a colorful base.
- ✓ Use construction paper to make small fish and underwater plants.
- ✓ Glue the plants and some of the fish to the inside of the box. Put them on both the front and back of the box to give the tank a dimensional look.
- ✓ Glue PVC pipe ring to the back.

**Huck Finn's Log Raft**

*Baltimore Area Council*

**Materials:**

- 11 twigs of equal thickness
- 1 sheet of white paper
- liquid white glue
- colored crayons or markers
- wax paper.

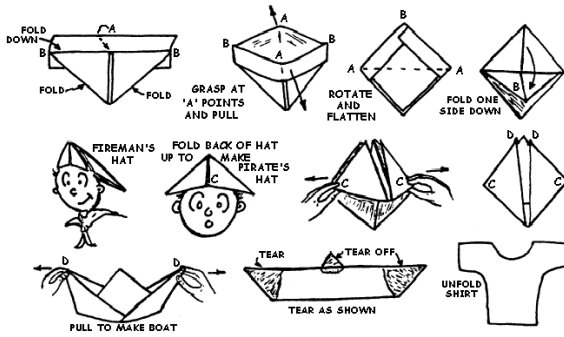


**Directions:**

- ✓ Cut twigs a little longer than logs shown in illustration.
- ✓ Place six twigs on sheet of wax paper.
- ✓ Clue the twigs together with glue to form raft.
- ✓ Cut two twigs to fit the width of the six glued twigs.
- ✓ Glue these two twigs near the ends of the raft.
- ✓ Let the raft dry overnight. When dry turn upside down.
- ✓ Cut a twig to form the mast and glue it standing up to the center of the raft.
- ✓ Cut a twig to form the last two twigs to fit the width of the raft.
- ✓ Clue the remaining two twigs to both sides of the mast.
- ✓ Dry overnight.
- ✓ Cut the sail from white paper, decorate. Push sail through standing twig.
- ✓ Have a Den race with the boats in your Raingutter Regatta track.

**Make a Paper Boat (and tell a story!)**

Baltimore Area Council



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

After completing the boat, you can tell a funny story as you tear the boat apart (as shown in the last two steps).

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

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

**MORE GAMES AND ACTIVITIES**

Sam Houston Area Council



From the Cub Scout Leader How-To Book –

- ✓ -Water Games – pages 3-42 to 3-47
- ✓ -Fun with Water and Aquatic Life – pages 4-14 to 4-16
- ✓ -How to hold a Water Carnival – pages 6-14 to 6-15
- ✓ -How to hold a Raingutter Regatta – pages 6-32 to 6-33
- ✓ -How to hold a Fishing Derby – pages 6-37 to 6-38

**ADVANCEMENT IDEAS**

Alice, Golden Empire Council

**BEFORE** having den or pack activities on or near the water, go over the [Safe Swim Defense](#) training available online. Review the [Buddy System](#) with the boys and parents before every water-side activity – and the Buddy System great to use on hikes, field trips and when camping or on field trips!

Every rank can work on a Good Turn America service project, especially one that has an impact on water. The Swimming Belt Loop and Pin and others that focus on water sports are a good challenge for all ages.

**Tiger Cub Achievements:**

**Ach. #2F** – Look at a map of your community with an adult – locate creeks, lakes, water resources;

**Ach. #3D** – Make a food pyramid – But add a solid white line along the bottom to represent water and to show how important water is to your body- follow up with the body silhouette activity showing 7/10 of the body as water;

**Tiger Cub Electives:**

**Elec. #6** – With your partner, learn a song about water and teach it to your family or den;

**Elec. #14** – Together with your adult partner, read a short story or a magazine article (look for one about water resources, water safety or water usage);

**Elec. #17** – Make a model of a boat, a river or stream, or a watershed area;

**Elec. #22** – with your family or den, have a picnic (choose a place along a river, lake or stream and clean up the area as a Good Turn Project);

**Elec. #29** –Get ready for days in the sun by using sunblock to stay safe;

**Elec. #34** – With your adult partner, think of a way to conserve water and do it for one week;

**Elec. #40** – Together with an adult partner, go swimming or take part in an activity on water;

**Elec. #41** – Visit a boat dock

**Wolf Achievements:**

**Ach. #3a** – Make a chart and keep track of your health habits, including drinking lots of water, for 2 weeks;

**Ach. #7a** – work on Respect Character Connection and talk about how to keep water resources clean;

**Ach. #7d** – focus on water and keeping it clean;

**Ach. #7e** – choose three articles about how people are protecting our water resources;

**Ach. #8a** – add a space along the bottom of the food pyramid representing water and talk about the importance of water to stay healthy;

**Ach. #10d, e** – choose a book or TV show about water or how we use water;

**Wolf Electives:**

**Elec. #4f** – Play a wide area game about water such as Incredible Journey or a “get wet” game;

**Elec. #5f** – Make a boat with a rubber band propeller;

**Elec. #5g, h, i** – Make or put together some kind of boat;

**Elec. #6b** – choose a book about water or water sports;

**Elec. #7b** – Make a pair of puddle jumpers and have fun with water;

**Elec. #11d** – learn words for 3 songs about water or **Elec.**

**#11f** – sing a song about water with your den;

**Elec. #12** – do any of these with a focus on water as a resource;

**Elec #12f** – make a poster about water usage;

**Elec. #15e** – Visit a garden or agricultural exhibit and find out how water is used and where it comes from;



**Elec. #16b** – talk about family emergency plans and know how to shut off water and how to purify or obtain pure water;

**Elec. #18a** – choose a water-side location and do some water-related activities;

**Elec. #18e** – help lay out an Adventure Trail with some water related activities included;

**Elec. #18f** – Take part in 2 Summer activities with your den, esp. something water-related;

**Elec. #19** – Fishing (Do all as part of the World Conservation Award);

**Elec. #20b** – Learn safe boating rules;

#### **Bear Achievements:**

**Ach. #3d** – Visit a place of historical interest in your area, especially if there is a water resource included;

**Ach. #4c** – choose two folklore stories that have something to do with water;

**Ach. #5d** – Visit a nature center, nature preserve, etc. and find out how water is used and what water resources are included;

**Ach. #6d** – Find out the ways water is used in your home and with an adult find and repair water-wasting areas in your home;

**Ach. #10a** – if you visit a place where you can enjoy and observe a water feature;

**Ach. #11b** – Tell what to do in case of a water accident;

**Ach. #12 a, b** – go to an area where you can observe and enjoy water;

**Ach. #15c** – select a game about water or that uses water;

**Ach. #17a** – choose a show about water or water recreation;

**Ach. #17b** – play charades using the Water Sayings;

**Ach. #17d** – Use a computer to find out something about water;

**Ach. #18f, g** – if you write about an activity on or near the water or where you visited an area near water or water resources;

**Ach. #21a, b** – if you build a boat model or a model of a water resource of some kind;

**Ach. #21d** – make a model of a river;

**Ach. #18f** – make a model of a boat;

**Ach. #22b** – learn how to make knots that are used in working near water, and how they are used;

**Ach. #23** – do any of these involving water sports;

#### **Bear Electives:**

**Elec. #2c, d, e** – make a rain gauge and learn about clouds;

**Elec. #5** – Boats;

**Elec. #7d** – with an adult, make a water wheel;

**Elec. #9a** – do an original art project with a water feature

**Elec. #9c** – visit a favorite outdoor location near water and paint or draw it;

**Elec. #11b, c** – Choose a subject that deals with water in some way;

**Elec. #12d** – Make a waterscope and identify 5 kinds of water life;

**Elec. #15** – Do all as part of World Conservation Award;

**Elec. #17c** – do and discuss how the chore will help conserve water;

**Elec. #19**- MUST be done with adult present;

**Elec. #23e** – choose a water location or point out water features along the route;

#### **Webelos Activities:**

✓ **Aquanaut and Geologist** are assigned;

✓ Remind parents that **Traveler** can be done while on family vacations;

✓ **Handyman** can be used to repair or replace equipment in the home and reduce water usage and waste.

## **GAMES**

### **Whale on the Beach**

*Baltimore Area Council*

**Object:** To get your whale across the finish line alive.

**Materials:** Teams of 4 to 8 boys, one adult "whale" for each team, a blanket or tarp for each team, a spray bottle for each team, water, markers for start and finish lines

**How to play:** Explain that in order to keep their whale alive, the boys must be gentle and quick. They must place the whale on the blanket or tarp, leaving its hands and ankles over the edges. wetting those areas with the spray bottle to keep the whale moist. When moving the whale they must keep it only 4 to 6 inches off the ground, (in order to reduce injury if dropped). Remind them that the faster they go, the more apt they are to injure the whale.

When the signal is given, the whales should become limp, not helping the boys move him. It is up to the individual whale to decide if it survived based upon the boys actions.

### **Drowning River**

*Baltimore Area Council*

**Object:** To be the player that stays out of the stream.

**Materials:** 2 sticks to mark the banks of the stream

**How to play:** Position the sticks about a foot apart. These become the banks of the "Drowning River." Players agree beforehand whether or not to allow running jumps. Each player then takes a turn leaping over "the stream." Eliminate players who do not successfully make the jump and fall into the stream.

After all the players jump, move the sticks farther apart to widen the banks. Again, any players who fail in their jumps are out. Continue to widen the banks after each round of jumps - the winning player stays out of the stream.

### **CRAB RACE**

*Circle Ten Council*

This activity requires a hula-hoop for each group of four boys. Have each group of four climb inside a hula-hoop, back to back. The teams must then race to a finish line. The boys must keep their hands outside the hula-hoop while they race, holding it up only with their bodies.

### **SPONGE RELAY RACE**

*Circle Ten Council*

You'll need 2 sponges, 2 buckets, 2 bowls and water. Have boys line up in two teams and the boys at the front of each row hold a bucket of water with the sponges in it and the boys at the end of each row hold a bowl. The first boy takes a wet sponge out of the bucket and hand it to the next boy and so on till it reaches the last boy in his row who squeezes the water out of the sponge and into bowl. He then races it

back to the front and puts it back into the bucket starts over again. Play continues until the water is gone or a certain time is up. The team, who has the most water in the bowl at the end, wins the game.

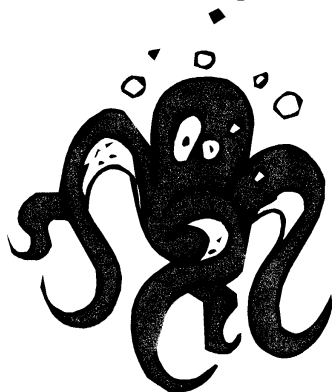
### **Blub, Blub, Blub**

*Baltimore Area Council*

**Materials:** Cub Scouts. Leader

**How to play:** Cub Scouts sit in a circle or semi-circle. The leader walks in front of the players and suddenly points at one of them and says, "blub. blub, blub." The person pointed to must say, "blub," before the leader has finished the third "blub." If he fails, a point is counted against him. If the leader points but doesn't say anything, the Cub Scout must not say anything either. If he does say, "blub," a point is counted against him. The boy with the fewest points against him at the end of the allotted time is the winner.

*Maybe you could play this with a boy doing the pointing, then after a set period of time, the boy with the fewest points becomes the next pointer. CD*



### **Fish Gobbler**

*Santa Clara County Council*

This is a fun game for active children. You will need a big area where all the children can spread out. When the caller (known as the Fish Gobbler) shouts, "Ship," all the children run towards the wall to which he points. On the shout "Shore," they quickly change directions and run toward the opposite wall. On the signal "Fish Gobbler," the kids quickly drop to the floor on their stomachs and like arms, legs, or bodies together with one or more friends. The Fish Gobbler moves around the room with arms outstretched like a big bird swimming toward the other players not touching them. The children are all "safe" as long as they are all physically linked together. Once the Fish Gobbler sees that everyone is linked to someone else, the signal "Rescue" is called. At this moment all the children jump to their feet, joining hands, and yell "Yah," raising their joined hands over their heads. The game ends when the children are ready to move on to another game. Other calls could be added, such as "Sardines" (everyone runs to a central point to make the tightest group possible by either lying on the floor or forming a giant standing hug); "Fishermen All" (everyone sits on someone else's knee or knees).

This game can be adopted for playing in a swimming pool. Instead of running to the wall, they can swim to the wall, and join hands and legs while trying to float on the water.

### **Beachless Beach Party**

*Longhorn Council*

You may want to combine this with a Raingutter Regatta and/or family picnic.

#### **PREPARATION:**

You should have two or more beaches, depending on the size of your group. For the pack meeting, each den can have a beach--part of the decorations can be done at the den meetings. If this beach party is for the den only, each family can have a beach, or combine families. Name the beaches like Palm Beach, Santa Cruz Beach, Waikiki Beach, etc. Have each den decorate its beach – they should use their imaginations. They could choose a theme for their beach, such as palm leaves for Palm Beach. Arrange some chairs, umbrellas. If the meeting is held outside, add benches and picnic tables.

At your planning meeting have dens and leaders and whoever wants) pick games to run on the day of the event. Some ideas for games for your Beachless Beach Party are -

**Swimming Race:** One player from each beach. Each player should have before him a deep pie pan filled to the brim with water, with four or five Lifesavers at the bottom. He must get these candy pieces out with his mouth. His hands must be behind him.

**High Dive:** One player from each beach. Each is provided with a pitcher of water. On the floor at their feet is an empty tumbler. The player has to stand and try to fill the tumbler. The player who gets the most water into the tumbler wins. In case of a tie, time is taken into consideration.

**A Clam Dig:** This is a team game. A box of sand will be necessary. Hide 10 small clam (or other) shells or peanuts in the sand for each team. Give each team a spoon and a bowl. Give a signal to go, first player runs across the room to the sand pile, digs out one clam (or peanut), puts it in his team's bowl, and returns. Next player does the same. Keep going until all ten are found.

**Sailboat Race:** Stretch as many strings across the room as you have teams. On each string, place a paper cone. Each player is to blow his boat from one end of the string to the other end. He then pushes the cone back with his hand to the starting point for the next player. The game proceeds in a relay fashion.

**Snorkel Race:** You will need a pair of old swimming flippers for each team. If you can't find them, use pairs of large size shoes and limit the race to children. Set a turning point at a short distance for each team. Run the course in a relay fashion.

**Backyard Water Frolic:** Have a den backyard water day. Include parents and siblings. Make sure children bring swimsuits or changes of clothes, and towels. Set up one area in the backyard for a water war, one for sprinklers and hoses, and one for a water slide. For the water war, you'll need squirt guns, basters, squirt bottles, plastic pails, and sponges. Set up the hose and sprinkler in another area. If possible, poke holes in an old garden hose so there's lots of spray to run through. Make a slippery water slide by cutting several large plastic garbage bags open to form long rectangles and taping them together with waterproof tape. Place the "slide" on the lawn, preferably on a gentle incline. Set a hose at one end to create a rush of water. Let the kids start off with a

water war. Divide them into teams. At the signal "Go!" they can squirt the water guns, throw the sponges, or even haul around the pails full of water to get their opponents soaking wet. Include parents--Children will love soaking adults. (Of course you soak them too.) Caution children to avoid squirting in the face. Let the kids give the water slide a try. To prevent long lines at the slide, divide the kids into teams and have one team play in the sprinkler and the other on the slide. Switch after a time. For a snack, serve watermelon. Can they guess how many seeds are in it? Have a watermelon seed spitting contest--see who can spit the furthest or most accurately. By the end of snack, kids will be sticky--they can run through the sprinkler again.

### Fishing Game

*Longhorn Council*

This is probably too simple to be called a craft, but the game is fun. Make a lot of fish and have your fishing derby.

#### You will need:

Fishing Pole: Tie yarn or string to a dowel or stick.

Bend a paper clip for a fishing hook.

To make Fish, it's better to use stiff paper.

Fold paper in half.

Draw a fish.

Cut a hole close to the head end of the fish.

#### Play game –

Scatter fish on the floor

Go fishing.

### Who Are You?

*Alice, Golden Empire Council*

Here are some more riddles to add to the game on page 10 Jul 08 of Program Helps:

1. I have dense, oily fur and build a home of sticks with an underwater entrance.
2. I can travel without water 10 times longer than a human can.
3. I have spongy skin and accordion-like stems to hold great volumes of water, and spines to protect it.
4. I have six wax-coated feet and can be found on still water.
5. I wear a matted feather coat to keep out wind and water, and use my wings for flippers.
6. I live in water, and create a limestone house out of materials I filter from the water – when my limestone doors close, I can stay out of water for many hours.
7. My leaves have a wax-like coating to limit water loss, and my buds have a chemical and protective layer to keep them from freezing.
8. I must swim constantly to stay in one place, and I take oxygen from the water with gills.

Answers:

1. Beaver,
2. Camel,
3. Cactus,
4. Pond Skater or Water Strider,
5. Penguin,
6. Barnacles,
7. Pine tree,
8. Trout

### Over the River Game:

*Alice, Golden Empire Council*

**Materials:** A hose with a water source

**Directions:** One person holds the stream of water very low to the ground and everyone lines up and skips over it. Then the stream gets higher, little by little, as everyone skips over it. When a person touches the stream of water, they are out. Last person wins.

### Colors

*Longhorn Council*

Determine the boundaries. Begin at one end, where the player who is "It" stands. The safe zone is at the other end. "It" stands facing away from the water, on the shore. The other players stand in the water or tread water in a line close to "It." Each of the players in the water thinks of a color and whispers it to a neighbor who is on the honor system and keeps it secret. Don't let "It" hear the color. "It" starts by calling out colors: "Red, blue, turquoise..." Those in the water listen for their colors, and when they hear theirs, they have to swim quickly out to the safe zone. As soon as "It" hears someone move in the water, he turns around, jumps in and tries to catch the fleeing player or players. If a player is caught before reaching the safe zone, that player becomes "It." Instead of colors, try cars, baseball teams, animals, etc.

### T-Shirt Relay

*Longhorn Council*

Divide the group into two teams. Have a large T-shirt for each team. Each team member must put on the shirt before swimming his lap in a relay race. It doesn't matter if the shirt is on inside out.

### Gold Rush

*Longhorn Council*

Scatter pennies or iron washers painted gold in water between knee and waist depth. On signal, players try to get as many "gold nuggets" as they can within a specified time.

### Touch

*Longhorn Council*

Divide group into two equal teams and line them up in parallel lines about 6' apart. The leader calls out the name of an object that is the same distance from both teams--a ball, diving board, edge of the pool, etc. In a relay fashion, all players swim or run to touch the object and return to their places. First team back gets one point.

### Frogs In The Sea

*Longhorn Council*

This is a good game that can be played at a den meeting or in shallow water. Players form a circle around one or more players who sit with their feet crossed. The players in the circle skip (if on land) or walk (if in water) close to the frogs and try to tap them on the head as they repeat the words, "Frog in the sea can't catch me." The frogs try to tag the players without rising or uncrossing their feet. If a player is tagged, he changes places with the frog that tagged him.

### Statues On The Wall

*Longhorn Council*

This is a fun backyard game. Have the Scouts stand against a brick wall (the side of a house or building). Spray water from a water hose on them and all around them. When they

move away from the wall, it will have the outlines of their bodies on it. Stand back and try to guess what the shapes look like. Make up a story to go along with the shapes.

### **“Fifty Yard” Swim**

*Longhorn Council*

Each boy hops on one foot carrying a paper cup of water. First one over the finish line with the most water in his cup wins. Use a distance that fits your Den.

### **Bailing Out The Ship**

*Longhorn Council*

Divide den into two teams. Each team has a container of water at the starting line, one spoon, and an empty cup. The cup has a line marked about 1" from the bottom. Place it about 20 feet away. Each player takes turns carrying a spoonful of water from the team's container to its cup. The first team that can fill their cup to the line is the winner.

### **Water Balloon Bounce**

*Longhorn Council*

You will need a tarp, sheet or blanket for each team, or teams can take turns. Players hold the tarp at the edges. 3 water balloons are placed in the center of the tarp. By quickly snapping the edges of the tarp outward the balloons are tossed into the air. A point is scored each time the balloons are successfully tossed and re-caught. Balloons must go up at least 8 feet in order to score a point. The game ends when a balloon breaks or is dropped. The team that makes the greatest number of successful tosses is the winner.

### **Quarter Drop**

*Longhorn Council*

Have the Scouts form 2 teams. For each team, place a gallon jar 2 to 3 feet in front of the line. Fill each jar with water and place a smaller glass jar in the bottom of the gallon jar. Have each boy try to toss a quarter or iron washer into the jar and into the smaller jar. The team with the most quarters in the smaller jar wins.

### **Sink The Boat**

*Longhorn Council*

Provide a bucket filled with water and float a small pie plate on it. Have boys stand back about 5 feet and give them 5 small balls made of aluminum foil. (Foil is easy to retrieve because it floats.) Boys take turns throwing 5 balls. Give points for each ball that lands in the pie plate and stays there when thrown from the starting line.

### **Submarine Dive**

*Longhorn Council*

Draw ahead of time a number of 18" circles with sidewalk chalk. These are submarines. There should be one less submarine than the number of the boys. The Cubs hop, walk or run around the play area according to the directions given by the leader. When he calls "Submarine Dive," each Cub tries to get into a submarine. The one Cub who is left out stays on a submarine for the next game and so gradually, the submarines become occupied. The winner is the one who gains the last vacant submarine.

### **Boat Race**

*Longhorn Council*

With a stick for each team, relay teams push an object around two markers and back home. The harder the object is

to control, the better. Use spoons, balls, balloons, or lemons or potatoes (they don't roll straight). As a variation, pretend you are the wind and blow the boat around the course.

### **Fishing Derby**

*Longhorn Council*

You will need magnet on a string, metal washers of different sizes and colors for different values. Draw a large circle on the floor. In this circle scatter metal washers. Divide players into equal sized teams--two or more. One player from each team wears a blindfold, is given a magnet on a string and directed by his team. On signal, the blindfolded players are directed into the circle by their team who try to get them to "catch" one of the more highly valued washers. He returns to his team with the washer. Another player is blindfolded and takes his turn. This continues until all have had a turn. The winner is the team with the highest point count as determined by the washers they "caught."

### **Bait Casting**

*Longhorn Council*

Use a fishing pole with reel and a 2-inch piece of dowel or broomstick at the end of the line as a lure. Mark four or five targets, each about three feet in diameter and about 10 feet apart. Give each player two casts per target. Score one point for each hit.

### **Over and Under the Waves**

*Baltimore Area Council*

Divide teams equally and line up in relay formation. The first Cub Scout on each team is given a large ball. On signal, he passes the ball overhead to the second, player who passes it between his legs to the third, who passes it overhead, and so on to the end of the line. The last player runs to the head of the line and passes it as before. The first, team back in its original order wins.

### **Crossing the River**

*Baltimore Area Council*

With stones or stakes, mark out a 'river' 10 ft. wide. Divide the Den into two teams and have both teams on one side of the river. The Den leader or Den chief puts the ball in play by throwing it high into the air. Whoever catches it before it touches the ground shares its magic properties and is able to walk across the river. From the other side he throws the ball over to one of his own team while the others try to intercept the ball and gain passage across the river. Anyone stepping into the river in the excitement of the game loses a life. When he has lost three lives, he is considered drowned and is out of the game. The team that gets its members safely across first is the winning team.

### **Raft Race**

*Baltimore Area Council*

Line up the Dens for a relay race. The first Cub Scout in each line is the "skipper." He stands with each foot on a large pad of newspapers. The second Cub Scout is the "passenger" and he stands on the same papers with his skipper. On signal, the skipper bends over and grasps the papers with each hand. By shifting their weight and sliding the papers forward, the two boys maneuver themselves to the goal line without stepping off of the pads. On reaching it, the passenger runs back to his team with the newspapers and

brings the next boy across the river. The first team to cross the river wins.

### **Leaking Relay**

*Baltimore Area Council*

**Items needed:** Bucket of water, Two cups with holes in the bottom and sides (equally), and two containers about half gallon size.

Divide into two teams. First player on each team fills his cup with water from the bucket, then places the leaking cup over his head and runs around a previously marked course. When he gets back to the beginning he pours into the empty container, whatever water is left in his cup then hands the empty cup to the next player. The team that fills their container first wins.

### **Water Slides**

*Baltimore Area Council*

Make a simple backyard water slide by laying a sheet of plastic down a gentle slope. Use giant staples made from hangers or stiff wire to fasten the edges, and make sure there is a safe way to stop at the end (bumpers of hay or a big, level grassy area). Run a sprinkler at the top, get it good and wet, and you are ready to slide! For safety sake, only slide lying down feet first.

*Variation: Do this on level ground and do running slides, or play tug-o-war!*

### **Water Balloon Volley Ball**

Play volleyball except use a water balloon for the ball and have the teams use a bath towel to catch and throw the balloon. Have two boys to a towel. Play outside!!!

### **Sponge Wars**

Fill two five gallon buckets with water. Place 30 sponges – the number of sponges is up to the pack – in each bucket. Divide the boys and adults into two teams. Mark a dividing line between the teams. Put one bucket of sponges on each side of the line about five to six feet back. When you yell “Sponge Wars!” the teams begin throwing the wet sponges across the line onto the other teams territory.

#### **Rules:**

- ✓ You can only throw one sponge at a time.
- ✓ The object is to get as many sponges as possible on the other teams side.
- ✓ You may pick up sponges that have been thrown on your side and throw them back as long as you only throw one at a time.
- ✓ At the end of one minute the leader yells peace and all sponge throwing stops.
- ✓ The team who has the fewest sponges on their side wins.

### **Hidden Object**

*Longhorn Council*

*Maybe after playing this they will be more able to find pollution (litter) and pick it up on hikes and camping trips.*

**Equipment:** 1 thimble, ring or coin

**Formation:** Scatter

Send boys out of the room. Take a thimble, ring or coin and place it where it is perfectly visible but in a spot where it is not likely to be noticed. Let the boys come in and look for

it. When one of them sees it, he should quietly sit down without indicating to the others where it is. After awhile, if no one else has found it, have him point it out to the group to make sure he really saw it.

### **Earth, Water, Air and Fire**

*Longhorn Council*

**Equipment:** 1 bean bag

**Formation:** circle

- ✓ The Pack or den sits in a circle with one Cub in the center holding the bean bag. He throws the bag at someone and shouts 'Earth!', 'Water!', 'Air!' or 'Fire!'.
- ✓ If it is 'Earth', the chosen Cub must reply with the name of the animal, before the center Cub counts to ten.
- ✓ If it is 'Water!', he must think of a fish,
- ✓ If 'Air!' - a bird and
- ✓ If 'Fire' - whistle for the Fire Engine.

*Note: Once a creature has been named, it may not be called again. If the Cub cannot reply in time, he changes places with the thrower.*

### **WATER CARNIVAL GAMES**

*Circle Ten Council*

#### **Floating Target**

Float a pie plate in a tub of water. Give each player ten beans. In turn, the players try to toss their beans into the plate from a distance of about five feet. Score 10 points for each bean that stays on the plate.

#### **Penny Drop**

Pour water about six inches deep in a bucket and drop in a dime. Each player is given six pennies. In turn, players drop their pennies in the water, trying to cover the dime with the penny. The successful player wins the dime.

#### **Water Balloon Race**

Give each player a balloon filled with water and a 30-inch-long string. The players tie one end of the string to the neck of their balloon and the other end to one ankle. On a signal, all players move toward the finish line 20 feet away, dragging their balloons behind them. A player whose balloon breaks must step out of the game. The winner is the first person whose intact balloon crosses the finish line.

#### **Sand Castles**

Locate a nice sandy area and bring lots of water, molds (cans, buckets, etc) and modeling tools (rakes, spoons, shovels, etc) and spend some time making sand creations. Have each Den or each family create something.

#### **Alka-Seltzer Shoot-Out**

Drill a hole in several Alka-Seltzer (or generic) tablets. Tie a string through them, put one on each boy's neck and turn the boys loose with squirt guns to squirt each other's tablets. When your tablet is gone, you are “out”. **NOTE:** *This does not stain or hurt most fabrics, grass, sidewalks, skin, etc, but be careful of eyes and fine fabrics.* Once everyone is wet, the tablets will not last long, so switch to a “squirt tag” game for a few minutes - if someone squirts you, you are “it” until everyone is caught. The last Scout caught starts as “it” for the next round.

#### **Water Balloon Relay:**

Form two lines about 8 - 10 feet apart, facing each other. Let's call one line A, B, C, D, ...and the other is 1, 2, 3, 4, ...

“A” takes a water balloon and tosses it to “1” who tosses it to “B” who tosses it to “2”, then “C” and so on to the last person who tosses it in a basket. The goal is to see how many can be passed unbroken in a set time limit.

**Mini-Firefighter’s Tug-O-War:**

Perhaps you’ve seen those battles where teams of Firefighters try to push a barrel on a cable using the powerful streams from the fire hoses. It’s easy to do this on a smaller scale by punching two holes in the middle of two foam plates. Fasten the plates together back to back, then string a thick cord through them and tie it about 5 - 6 feet off the ground, as tight as you can. Mark the center, or two “end zones”. Arm the Scouts with squirt guns or bottles (have quick refill barrels ready). Divide into two teams and set the teams to push the plate with water pressure alone. The team who pushes past the centerline or into the other team’s end zone is the winner.

**Water Balloon Toss:**

Form two lines standing 4 - 5 feet apart with Scouts facing toward each other. Each pair of Scouts is given a water balloon. Scouts toss the balloon back and forth from one side to the other. Once the balloon has been tossed from one side to the other and back, the Scouts take one step backward. When the balloon is dropped to the ground or bursts, that team is to sit down. The winner is the team left standing the longest.

**Biathlon:**

Instead of skiing and shooting, or biking and swimming, this biathlon involves running and squirting! Using squares of paper towels, draw a number or letter per Scout on each paper towel. (Use water-based markers - it’s fun to watch them run!) Stick the paper towels up around the yard or park. Each Scout starts on a signal, running the course and squirting his number only on the towels. Scour by total time, minus a second for each missed towel.

**Lemon Derby**

*California Inland Empire Council*

Besides the built-in excitement of this timed event, this quirky race comes with a twist. Each scout must use a stick to roll a lemon to the finish line. Unlike a ball, which rolls true, this fruit has a tendency to wobble and weave. So the key to winning may be simply staying the course.

**Squirt-Tac-Toe**

*California Inland Empire Council*

Make a tic-tac-toe board on the sidewalk with sticks or chalk. Each player use a water quarter to make the X's and O's. Work quickly, because when an X or O dries up, it doesn't count! The hotter the day, the quicker you have to be.

**Clap and Splat**

*California Inland Empire Council*

Toss a water balloon straight up, and see how many times you can clap before catching it. Take turns. If you drop the balloon and it doesn't break, you get to go again. If the balloon breaks, you're out. The person who can clap the most times and make a successful catch wins.

**Marathon Melt**

*California Inland Empire Council*

Divide into pairs. Everyone has to keep one hand behind his back. Each pair gets one ice cube. See which pair can find a way to melt the ice cube first!

**Soapy Toes**

*California Inland Empire Council*

Fill a kiddie pool with soapy water. Dump in a bunch of marbles. Set up chairs around the pool and dip in your feet. See who can fish out the most marbles with his toes!

**Water Yo-Yo**

*California Inland Empire Council*

Cut a large rubber band in half. Tie one end to a filled water balloon. Hold the other end and yo!

**Little Squirts**

*California Inland Empire Council*

**Supplies:** a slopped sidewalk or driveway for this game. Draw start and finish lines with sidewalk chalk. On 'Go' each player places an ice club on the start line and squirts the cube with a water squirter to help it cross the finish line.

**Catch or Splash**

*California Inland Empire Council*

Fill a bunch of water balloons and choose someone to be the tosser. The tosser stands about 10 feet in front of the rest of the players. He tosses a balloon to the players and shouts out a number between 1 and 5. The player who catches the balloon wins that many points. If a player breaks the balloon, he loses that many points. The first player to 10 wins.

**Wet Potato**

*California Inland Empire Council*

Pass around a bucket of water while music plays. When the music stops, whoever has the bucket dumps it on his head!

**Volleyball**

*California Inland Empire Council*

Two players stand one each side of a volleyball net, holding a towel between them. Serve a water balloon to the other side by placing it in the towel and launching it over the net. The players on the other side must catch the balloon in their towel and then launch it back. If the balloon breaks on your side, the other team gets a point. If a team launches the ball out-of-bounds, the other team gets a point. Play to 10 points.

**Who Wants to Be a Chill-ionaire?**

*California Inland Empire Council*

Pick one person to be the host and give him a squirter. Everyone else lines up. The host asks the first person a question. If he gets it wrong, he gets squirted and goes to the back of the line. If he gets it right, he gets to be the next host. The original host goes to the end of the line.

**Save the Soda**

*California Inland Empire Council*

Each player gets 3 sponges and an empty 2- liter soda bottle. Set up the bottles on the ground. Each player tries to protect his own bottle while trying to knock down the other players' bottles with the sponges. The player with the last standing bottle wins!

**Beat It Ball**

*California Inland Empire Council*

Gather as many soft balls as you can to play this wild game. Divide into 2 teams. Make a line down the middle of a

swimming pole with a rope or string of floats. Put half the balls on each side of the line. Choose a timekeeper. On "Go!" players throw as many ball as they can to the other side. After 3 minutes the timekeeper yes "Stop!". Whichever team has the fewest number of balls on their side wins.

### **Rainy Relay**

*California Inland Empire Council*

Try to pour water from your paper cup to a partner's. The trick? They both have to hold the cups on their head!

### **Balloon Bombs**

*California Inland Empire Council*

Players stand in a circle, an arm's length apart. Start passing water balloons quickly around the circle (You may have to toss them). If a balloon breaks, the last person who touched it has to sit down, and pay continues over his head. The last person standing wins.

### **Tug-Of-War**

*Capital Area Council, TX*

Play in water that is chest deep for Cub Scouts. If playing with adults, divide them equally between the teams. Use a sturdy rope, with a colored ribbon tied to the center of the rope. Anchor a float or other permanent marker to show the center of the play area. Play like standard tug-of-war with the winner being the team that pulls the other team past the center float.

### **Duck Tag**

*Capital Area Council, TX*

This tag game is fun for even the non-swimmers because it does not require special skills and can help them feel comfortable in the water. Play in water no higher than waist deep and in an area with a level bottom. Play like regular tag, except that a player is safe if he ducks completely under water when "it" tries to tag him. A player does not have to stay under water more than two seconds, and then can safely come up without being tagged. "It" must go after someone else when his quarry ducks under water.

### **Dodge Ball**

*Capital Area Council, TX*

Play in waist to chest-deep water. Divide players into two teams. One team forms a large circle, and the other team gets inside. The circle players try to hit their opponents with a beach ball or soft foam or rubber ball. Score one point for each hit. The inside players are allowed to swim in any direction or go under water to avoid being hit, but cannot leave the circle. Outside players cannot advance forward to hit a player. At the end of a specified time, teams change places.

### **Sharks And Whales**

*Capital Area Council, TX*

Play in waist to chest-deep water. Divide group into two teams, the "sharks" and the "whales." The teams line up facing each other about 10 feet apart. Behind each other is its home base – the side of the pool or a rope tied to buoys, or other designated area. When the leader calls "sharks" they swim or run after the whales, trying to tag them before they reach their base. If a whale is caught, he must join the sharks for the next round. Leaders should alternate the calls of "sharks" and "whales".

The team with the most players after a specified time is the winner.

### **Paddlewheel Push**

*Capital Area Council, TX*

To play this water game you will need at least one foam or plastic kickboard but more boards will allow more boys to play at the same time. Pair off, trying to match basic size and strength of the boys. Play in waist-deep water. Opponents grasp opposite ends of a kickboard. On signal, both boys start kicking, trying to force the opponent backward. Boys should not stand and shove the board, but should swim and kick legs to move forward.

### **Candle Race**

*Capital Area Council, TX*

This is a fun game for swimmers and non-swimmers. Play in chest-deep water. Players line up side-by-side in the water about an arm's length apart, all facing the goal line. Adult leaders (only) will hand each player a small, lit candle. On signal, all swim or walk at once toward the goal, carrying the lighted candle. The object of the game is to complete the race first and keep the candle lit. The player is disqualified if his candle becomes extinguished, except if another player splashes it and extinguishes it, in which case that player is out. Leaders should apply drip guards at the base of each candle to avoid getting wax drippings onto hands or into the water. Afterwards, leaders safely handle and extinguish the candles.

### **Save Me**

*Capital Area Council, TX*

This is a practice game for the "throw" rescue method. Divide into 2 teams. Teams select their strongest swimmer, and with leader approval these boys represent their teams by competing against each other. In chest-deep water about 25 feet from the edge, weight and sink an over-size tee shirt (one for each team). Give each team a 30-foot rope. On signal, each team's best swimmer swims to the shirt, retrieves it from the bottom, and puts it on. He then calls to teammates, "Save me!" whereupon the other den members cast their coiled rope to him. The swimmer must act like a non-swimmer, and not swim or walk to reach it. The team must keep trying to cast the rope directly within reach of the swimmer. When he grabs the rope, the other team members pull him to shore. First team to "save" its "victim" wins.

### **Water Kickball**

*Capital Area Council, TX*

The rules are the same as regular kickball, but use a small wading pool at each base and a "Slip n' Slide" from third base to home plate.

Baseball Variation: Batter uses a Nerf bat and the pitcher uses sponges dipped in a bucket of water.

### **PFD Switch**

*Capital Area Council, TX*

Teams arrange themselves with half their players facing the other half at opposite ends of the pool or swim area. The first racer wears a PFD (Personal Flotation Device). On signal, he and his mate from the other end of the pool race towards each other to meet in the middle where the "dressed" swimmer removes the PFD and his teammate puts it on.

**Sink The Ship***Capital Area Council, TX*

Have a large bowl full of water set on a table in the room. In the bowl place a small plastic boat. If you don't have a boat, a Styrofoam bowl or other suitable container can be used. Next to the large bowl have a smaller bowl full of marbles. You could also use small rocks, or other suitable small heavy objects.

The object is to guess how many marbles (rocks, etc.) it will take to sink the ship. Have pieces of paper and pencils available for people to record their guesses. After everyone has a chance to guess, gather everyone around and put the marbles into the ship one at a time. Keep count and determine how many it took to sink the ship. Determine whose guess was the closest and award an appropriate prize.

**Feed the Seals***Capital Area Council, TX*

Divide the den into two teams. One group, the seals, gets down on their knees. The keepers stand above them. The keepers hold a leaf or slip (small) of paper cut like a fish, which represents the fish. On signal, the keepers drop their 'fish' and the seals try to catch them by slapping them between their palm. Seals are not allowed to grab fish with their fingers. Also, seals may not move their knees, although they can bend their bodies. Seals continue catching fish until the miss one, or the one who catches the most fish wins.

**CUB GRUB****Seedless Watermelon Ice Cream Cake***Great Salt Lake Council***Ingredients:**

- 1/2 to 1 Gallon Lime Sherbet
- 1/2 to 1 Gallon Raspberry or Strawberry Sherbet
- 1 Metal Bowl (amount of Sherbet depends on what size bowl you use)
- Freezer

**Directions**

- ✓ Take the lime sherbet and soften just enough to work with and spread it around the edges of the metal bowl until sides are completely covered about 1/2" thick.
- ✓ Freeze for about 45 minutes or until firm.
- ✓ When frozen take the pink sherbet and soften just enough to be able to fill in the rest of the bowl.
- ✓ Freeze for 45 minutes or until firm.
- ✓ When frozen or when you're ready to serve remove cake by filling sink with just enough hot water so that when you set the bowl in the water it will not go over the sides of the bowl.
- ✓ Let sit for about 1 minute and then tip bowl onto a plate. Slice like a watermelon.

**Red, White and Blue Pops***Great Salt Lake Council***Ingredients:**

- 2 cups blue Kool-aid
- 2 cups red kool-aid
- 1 cup frozen whipped topping
- 1 cup vanilla yogurt
- 12 - 5 oz paper cups

12 popsicle sticks

Freezer

**Directions**

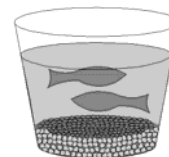
- ✓ Divide the blue kool-aid among the 12 paper cups.
- ✓ Place in the freezer until partially frozen, about 30 to 40 minutes.
- ✓ Mix together the whipped topping and the yogurt.
- ✓ Divide the mixture among the 12 cups.
- ✓ Set a popsicle stick in each cup and return them to the freezer for another 45 minutes.
- ✓ Add the red kool-aid to the 12 cups and return to the freezer until frozen solid.
- ✓ To remove the popsicle from the paper cup, run under warm water over the outside of the cup.

**Bears on a Raft***Baltimore Area Council***Ingredients:** Graham crackers, gummy bears, icing

Use icing to let the boys glue 3 or 4 gummy bears to a square of graham cracker.

**Edible Aquarium***Baltimore Area Council*

Make an edible aquarium in a cup. This is a great party treat you can make with your child.

**You will need:**

Blue Jell-O  
Graham crackers  
Gummy fish  
clear plastic cups

- ✓ Crush graham crackers into crumbs for the aquarium "gravel."
- ✓ Put about 1/2 inch of crumbs into the bottom of each clear plastic cup.
- ✓ Make blue Jell-O according to the directions on the box.
- ✓ Pour into clear plastic cups. Let them cool in the refrigerator until partially set - about an hour.
- ✓ When they're partially set, place a few gummy fish in each cup.
- ✓ Put them in the refrigerator until they're completely set. Eat and enjoy!

**Variations include:**

- ✓ **Frozen fish-Popsicles** (just freeze the Jell-O in Popsicle molds - add the gummy fish when they are partially set - unmold very gently when entirely frozen). These are really messy to eat and are best eaten outside.
- ✓ **An entire punch bowl of fish Jell-O** (made like the cup o' fish)!

**Edible Raft***Baltimore Area Council***Ingredients:**

Fig Newton cookies  
Fruit roll-up sheets  
2 1/2 c. boiling water  
pretzel sticks  
4 sm. pkgs. Blue Jell-O

- ✓ Completely dissolve gelatin in boiling water or juice.
- ✓ Pour into 13"x9" pan. Chill until firm or about 3 hours.



- ✓ To remove, dip pan in warm water about 15 seconds.
- ✓ Cut into 3" squares.
- ✓ Lift gelatin blocks from pan and put on plates.
- ✓ Top each square of blue gelatin with a Fig Newton raft.
- ✓ Cut a square of fruit roll-up and push the pretzel stick through it twice for a mast and sail. Stand a pretzel stick and sail assembly in each Fig Newton.

**Splish Spash Slushies***Longhorn Council***Ingredients –**

- 2 - 12 oz cans of frozen juice concentrate, thawed, any flavor
- 1 - 32 oz bottle clear soda (7-Up, ginger ale, Mountain Dew)
- Small paper cups or zip-top freezer bags (sandwich size).

**Directions -**

1. Mix together the thawed juice concentrate with the soda.
  2. Ladle 1/2 cup of the mixture into each paper cup or zip-top bag.
  3. Place in the freezer for at least 30 minutes.
- Makes approximately a dozen treats.

**Dreamsicles***Longhorn Council***Ingredients –**

- 1 6-oz can frozen juice
- 2 cups plain yogurt
- 1 tsp vanilla
- 1 envelope unflavored gelatin
- 1/2 cup very hot water
- 1 banana
- 10 strawberries
- 8 small paper cups
- 8 popsicle sticks

**Directions –**

1. Mix the yogurt, fruit juice and vanilla in a big bowl.
2. Dissolve gelatin in the hot water.
3. Add the gelatin to the vanilla, yogurt and fruit juice and stir.
4. Mash up the fruit and mix it in with the rest of the stuff.
5. Pour the mixture into eight small paper cups. Cover each cup with foil. Poke a popsicle stick through the center of the foil on each cup.
6. Freeze for 4 hours or until frozen hard.
7. Peel off paper cup and EAT!! 8 servings.

**Quick Fruit Dip***Longhorn Council*

This tastes good on a sunny day. And it's easy to make too.

**Ingredients –**

- 1 cup plain yogurt
- 2 Tbsp brown sugar
- Fruit (apple wedges, strawberries, grapes, banana slices, pineapple chunks)

**Directions –**

Mix the yogurt and sugar in a small bowl. Serve with any of the fruit above!

**Cup O'Fish***Santa Clara County Council***Ingredients, Supplies:**

- Blue gelatin dessert,
- gummy fish,

clear plastic cups

**Directions:**

Make the blue gelatin dessert according to the directions on the box.

Pour into clear plastic cups.

Let cool in refrigerator until partially set – about an hour.

When partially set, place a few gummy fish in each cup.

Put them in the refrigerator until they're completely set.

Eat and enjoy!

**Tuna Boats***Santa Clara County Council***Ingredients, Supplies:**

- Rolls
- Tuna salad (made to boys' taste)
- Cheese slices
- Toothpicks or uncooked spaghetti for masts

**Directions:**

Hollow out top of roll.

Fill with tuna salad.

Cut cheese into triangles for sails;

put on toothpicks or spaghetti noodles and insert into rolls.

**Ice Cream Sandwiches***Longhorn Council***Ingredients –**

- 1 pint ice cream
- 12 large or 20 small cookies
- Sprinkles

**Directions –**

1. Remove the ice cream from the freezer and put in the refrigerator for about 10 minutes, until it softens slightly.
2. While the ice cream softens, put the sprinkles on a piece of waxed paper.
3. Remove the ice cream from the refrigerator. Place a large scoop of ice cream on top of 6 large cookies (or 10 smaller cookies). Then press another cookie on top.
4. With a tablespoon, smooth the sides of the ice cream sandwich. Then roll the sides in the sprinkles.
5. Serve right away, or wrap the sandwiches individually in waxed paper or plastic bags and place them in the freezer until you're ready to serve them. Makes 6 to 10 sandwiches.

**Sand Dollar Cookies***Longhorn Council***Ingredients –****DOUGH:**

- 1/2 cup (1 stick) butter, at room temperature
  - 1/2 cup sugar
  - 1 large egg
  - 1 tsp almond extract
  - 1/4 tsp salt
  - 1 1/2 cups all-purpose flour
- TOPPING**
- 1 large egg white
  - 1/4 cup sliced almonds

**Directions –**

1. Put the butter and sugar in a mixer bowl.

2. have an adult use an electric mixer and beat them on medium speed until the sugar and butter blend together into a soft ball.
3. Break the egg into the batter.
4. Add the almond extract and salt. Mix until blended.
5. With the mixer on medium speed, add the flour a little at a time. When all the flour has been blended, the dough should look crumbly.
6. Turn the dough out onto a clean surface. Knead the dough until it is smooth and shiny, 3 to 5 minutes. (*Kids like kneading the dough.*)
7. Shape the dough into a thick log and wrap it in a piece of plastic wrap. Refrigerate for 1 hour.
8. After the dough is chilled, place an oven rack in the center of the oven. Preheat the oven to 350.
9. Unwrap the dough on a cutting board.
10. Using a knife, carefully cut the log into 1/2-inch-thick slices.
11. Put the slices about 1 inch apart on the cookie sheet.
12. Put the egg white into a bowl. Beat the egg white with the electric mixer until it's very foamy and white. Use your finger to rub egg white over the top of each cookie. (Wash your hands before and afterward.)
13. Sprinkle the tops with the almonds.
14. Bake until the cookies are golden, about 10 minutes.
15. Cool on a cooling rack. Makes 36 cookies.

*I am not sure why these are called Sand Dollar Cookies – I don't see five marks being made in the cookies. CD*

## WEBELOS

### IDEAS FOR WEBELOS ACTIVITIES

*Baltimore Area Council*

- ★ Check out all the Pow Wow books for ideas. There are also a number of older Pow Wow books on [www.macscouter.com](http://www.macscouter.com).
- ★ Make it FUN!
- ★ Make sure there is a fun element to every outing. For example, after the boys have worked on Aquanaut have free swim time. If you do a service project, make sure you play a game afterwards.
- ★ Make up games for dry topics
- ★ Use outside community resources and the parents rather than you leading all of the meetings.
- ★ Make sure the boys are “doing” rather than “listening”.
- ★ Many of the Activity Badges will take two or more meetings to complete. They are intended to be done one a month.
- ★ Any boy who earns all twenty Activity Badges should receive a special recognition. You can create a “Twentier” certificate or maybe a “Heavy Shoulder” award if they do all 20 Activity Badges.
- ★ Get the boys involved in deciding which items they want to do for each Activity Badge.
- ★ Have the boys plan and present to the den (*And Pack*) some of the items from the Activity Badges.

- ★ The boys should read the complete text in their Webelos Books for each Activity Badge they earn. There is a lot of good information in the book.
- ★ Fitness and Citizen are required for the Webelos Badge.
- ★ Readyman and Outdoorsman are required for the Arrow of Light.
- ★ Webelos is an OUTDOOR PROGRAM!!
- ★ Take Outdoor Webelos Leader Training (also known as OWL or WELOT, depending on your District) to learn how to put the outdoor in your program. It will give you lots of great ideas.
- ★ Take your den to Webelos Resident Camp in the summer. They can attend the summer after they get their Bear rank. Check the Area Scouter or the Council Calendar.
- ★ Most of the Leave No Trace Awareness Award can be earned while out and about doing the other Activity Badges.

## AQUANAUT PHYSICAL SKILLS GROUP

*Baltimore Area Council*

Most boys stall when it comes time to get wet in a bathtub. However, at the slightest hint of swimming or boating, be prepared to move to safety-out of the line of the stampede. The aquanaut badge will help Webelos Scouts learn to feel at home in the water while developing respect for the dangers that water holds.

Swimming is one of the best sports that a boy can be involved in. It is one of the few sports in which every muscle in the body is exercised. As Webelos leaders we have the responsibility to develop self-confidence in every boy in our Den. Through learning to swim, each boy will gain a sense of achievement, as well as gaining a skill that may save his life some day.

The Aquanaut requirements are simple. They represent the most important of all Webelos requirements because life depends on them. Swimming is one of the skills that once learned, lasts a lifetime and provides excellent exercise. Some of your boys may know how to swim and others will need help in learning how. Read the pages on this activity in the Webelos Scout Book, then get your boys into the water as often as possible.

To help your boys feel at home in the water, get them to play some water games. If they have any fear of water, obtain the advice of a swimming instructor. The familiarity with water will normally lead to greater proficiency in water sports which is the aim of the requirements for this badge.

The Aquanaut badge is designed for Webelos Scouts that are good swimmers. Any Webelos Scout that is not a good swimmer deserves special attention by someone who can teach beginners. Before attempting to do any games for this badge, it is important that all boys be aware of the safety rules regarding swimming and boating. They should swim

in a well-supervised area with permission from their parents.

One of the main points of this badge is to teach safety rules. These rules will be found at every Scout waterfront. The rules may not particularly impress a Webelos Scout this year at the pool where he swims daily, but next year at summer camp, their value will become apparent to him.

To use swimming pools in the cooler, off-season months, check with local YMCAs, YWCAs, and community schools.

### **Aquanaut Den Activities**

Even though Aquanaut implies wet, there are a number of Den activities that can be done in a home or yard, and several requirements that can be accomplished "dry." Of course most of Aquanaut will have to be done in a pool or lake setting, so you should plan on doing it during the summer months, possibly combining it with a Webelos family campout, or a pool party.

- Basic water rescue methods REACH and THROW can be demonstrated in your own yard. Teach the boys all of the basic water rescue methods demonstrating REACH and THROW in your yard and ROW and GO later at a lake or pool.
- Have an experienced boater, or member of the Red Cross explain the rules of small boat safely at an indoor Den meeting or show a film.
- At the pool do the ROW and GO portions of basic water rescue? Best bet for the ROW is an inflatable raft. All underwater requirements are best left to the pool, because of underwater visibility and readily defined boundaries. If it is permissible, water volleyball is a very good game to play in a pool. Ball tag, on the other hand, should be avoided by Scouts because of the temptation to run and slip, as well as retrieving over the fence balls.
- At a lake do ROW and GO portions of basic water rescue. You can use a boat here for ROW, and can more readily demonstrate row• at handling using a real rowboat and dock. You will have to set up a safe swimming area in a lake, using the safe swim defense. Boys should be rated in ability and given buddies of equal ability if possible.
- Make a simple buddy board and have buddy tags for all the boys and insist that they be used each time they go swimming. Each boy is responsible for his buddy.
- Have someone, perhaps a Den Chief who knows how; demonstrate the use of mask, fins, and snorkel. Have boys take turns using the equipment or have them use their own. Start off with the tins and show them the difference in speed with and without them. Have them practice seeing into water with masks and learning to breathe. Next, the boys try the snorkel in shallow water before venturing out into deep water. The instructor should know how to clear the snorkel and mask of water in case it gets inside while underwater.

### **Pack Meeting**

Webelos Demonstrations: Demonstrate basic water rescue methods with props, demonstrate small boat safety with inflatable raft, rescue breathing on a practice dummy.

### **Aquanaut Games**

**Life Preserver Throws** (use in the yard): Throw a weight attached to a rope. Points are awarded for both distance and accuracy

**Rowboat Relay** (pool only): Row or paddle across a pool, using an inflatable raft. The only rule is that the boy must be "on" the raft to make progress.

**Pool Volleyball** (pool only): Stretch a rope across the pool and play volleyball. Use a large beach ball, which slows the game down, allowing players more time to reach the ball.

**Rowboat Slalom** (lake only): Lay out a slalom course in knee to waist deep water, using homemade floats. The race can be run as a relay, or best time for each boy.

**Bobbing for Apples** (Pool): Surely you've tried this at Halloween, but it's much more fun in the pool. The only difference is that the boy must grab onto the apple from underneath the water.

**Horse and Rider** (pool): Pair the boys off. Have the larger boys be the horses and the smaller boys be the riders. While in the pool, the boys that are the riders try to push and pull the others off the backs of their "horses." This can be played in teams.

### **Field Trips**

- ✓ Scuba demonstrations can be arranged at a local dive shops and outfitters.
- ✓ Attend a show featuring a Rescue and Recovery Unit.

### **Cub Scout Sports**

Participation for Swimming For requirement 7, the Webelos Scout must earn the Swimming belt loop **while he is a Webelos**. If a boy has earned the belt loop earlier as a Wolf or Bear, he must earn it again as a Webelos to meet this requirement.

### **Basic Water Rescue Methods**

Simple rescue procedures an adult can carry out or a boy can use to save a person in trouble when no one else is around. The order of methods to choose is:

#### **Reach - Throw - Row - Go**

1. REACH with whatever is available or at hand. Stay onshore and reach out with a branch, a stick, or a pole. Then pull the victim to shore.
2. THROW a line, a buoy, a floating object to provide support. Takeoff your shirt, kneel down, hold one sleeve and throw out the other sleeve. Or take off your pants and tie one leg to a sleeve if you need a longer "line"
3. ROW when the victim is further out, use a boat to save him. In a rowboat, approach the victim with the stern of the boat. In a canoe, pull up so that he can grasp the side. (Kneel in the canoe).
4. GO if the first 3 steps can't be used as a last resort swim to the victim. Keeping your eyes on the victim, kick off your shoes and disrobe. Jump; do not dive, into the water. Carry your shirt or towel in your teeth. Keep your eyes on the victim. Swim out near enough to extend your towel or shirt to him and tow him in by

it. If you have nothing to extend to him, approach him from behind and tow him to safety by his hair.

5. Don't allow the victim to latch onto you. Don't attempt a rescue beyond your swimming ability.

**Let's make every Webelos Scout a swimmer!**

**PREVENTING ACCIDENTAL HOME POOL DROWNINGS**

*Circle Ten Council*

1. FORMULATE AN EMERGENCY PLAN - Base the plan on your home surrounding and then practice various emergency situations.
2. PROVIDE ADEQUATE FENCING WITH A LATCHING GATE AROUND THE POOL AREA - Fence should be at least 5 feet high with vertical or solid segments close enough so that children cannot climb over it.
3. THE GATE SHOULD BE SECURELY LOCKED WHEN POOL IS NOT IN USE!
4. AN ALARM SYSTEM IN THE POOL SHOULD BE CONSIDERED - Alarm sounds when someone falls in—remember to check the batteries on a regular basis.
5. TAKE A COURSE IN CPR AND WORK ON IMPROVING YOUR AQUATIC SKILLS
6. RESCUE EQUIPMENT SHOULD BE VISIBLY DISPLAYED ON THE POOL DECK - Keep basic equipment in good condition
7. POST EMERGENCY INSTRUCTIONS AND PHONE NUMBERS NEAR THE TELEPHONE - Be prepared when calling 911: Who? When? Where? How? Have victim's medical records handy if possible Know your family physician's name and phone number Post parent's work addresses and phone numbers
8. APPOINT AN EMERGENCY COVER-DOWN PERSON TO CARE FOR OTHER CHILDREN (two deep leadership)
9. REVIEW YOUR LIABILITY INSURANCE

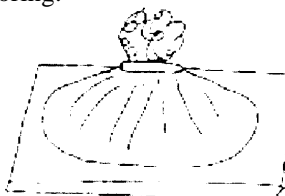
**GEOLOGIST OUTDOOR GROUP**

*Baltimore Area Council*

The Geologist activity badge is a fun and exciting time for the boys as they explore the outdoors for that perfect rock sample, explore what happens when you crush rocks or create a miniature volcano. The hands-on activities will encourage the boys to become budding rock hounds and explorers.

**Make a Volcano**

**Materials:** A small (one liter) plastic soda bottle, baking pan, dirt, one tablespoon baking soda, one cup of vinegar and red food coloring.



Place the soda bottle in the pan and shape dirt around the bottle to form the volcano, taking care not to get dirt near the bottle's opening.

Pour the tablespoon of baking soda into the bottle. Color the vinegar with the food coloring, pour into the bottle and watch what happens!

Baking soda reacting with the vinegar produces carbon dioxide gas. The gas builds up pressure and forces the liquid out of the top of the bottle, much like hot gases force the lava from a volcano.

**Make a Geyser**



**Materials:** A funnel, a large coffee can as tall as the funnel, and some plastic tubing about one yard long.

**Directions:**

Fill the can with water and set the funnel spout side up inside the can.

Place the end of the tubing under the rim of the funnel. Gently blow into the other end of the tubing. The air being blown into the funnel forces air bubbles up the stem of the funnel. As the air moves upward, it pushes water out the top.

*Geysers are funnel-shaped cracks under the earth's surface. When water in the lower cracks is heated to boiling, bubbles of steam rise to the surface. The geyser erupts when the rising steam bubbles force out the water trapped in the top.*

**Make an Earthquake**

Put mud into a disposable cake pan. Let it dry. Now flex the pan at opposite sides.

The cracked, shifted, jagged and broken pieces are an example of plate tectonics or the premise behind the formation of the continents.

To demonstrate the strength of an earthquake, fold a full sheet of newspaper seven or eight times. Now try to tear the newspaper apart. It doesn't take much effort to tear one sheet (or one layer of earth), but it takes a tremendous force to tear several layers.

**Make Your Own Fossils**

The shells and bones of many prehistoric animals have been preserved as casts and molds. To make your own fossil, you will need a small cardboard box, some clay, plaster and a small clam or other seashell.

First cover the bottom of the cardboard box with the modeling clay to the depth of one inch. The clay represents the soft mud found on the ancient sea floor.

Now press the shell firmly into the clay. Lift the shell out carefully so that a clear imprint remains. You now have produced the mold. Next, mix a small amount of plaster with water in a paper cup. Stir it with a wooden stick or spoon. When the plaster is the consistency of thick cream, fill the mold. After the plaster has thoroughly hardened, carefully remove it from the mold. You now have a cast of the original shell.

Compare the original shell with the plaster cast. Notice that even some of the most delicate markings on the shell have been preserved in the plaster.

This same technique is used in reconstructing the shells of long-dead animals. In addition, casts are especially useful in working with fossil footprints. When a track is filled with plaster, the resulting cast will clearly show the size and shape of the foot of the animal making the track.

**Geology Quiz**

True or False'?


1. The principal ore in the metal Silicon is Quartz.
2. Mountains are always made by overflowing lava.
3. Petrified wood is an unusual type of fossil.
4. A knife blade can easily scratch feldspar.
5. Sandstone is igneous rock made of cold magma.
6. Scientists record earthquakes on a Quakograph.

Answers: 1. T 2. F 3. T 4. F 5. F 6. F

Scoring: All 6 - Diamond 5 - Ruby 4 - Emerald 3 - Sapphire 2 - Topaz 1 - Calcite 0 - Zirconium

**Hardness Scale for Minerals**

Geologists use a 1-10 system called Mohs' scale to estimate rock hardness It works like this: A mineral will scratch anything that is as hard as or softer than itself. The chart below combines Mohs' scale with some around-the-house items that are about equal to the mineral hardness scale. You might want to collect these items for a hardness kit.

Hardness		Mineral	Scratcher These household items can be used to test for hardness
	SOFT	1 Talc	Soft Lead Pencil
		2 Gypsum	Blackboard Chalk
		3 Calcite	Copper Penny
		4 Fluorite	Brass
		5 Apatite	Carpenter's Nail
		6 Orthoclase	Steel File
		7 Quartz	Flint Sandpaper
		8 Topaz	(None)
		9 Corundum	Emery Sandpaper
HARD	10 Diamonds	Carborundum Sandpaper	

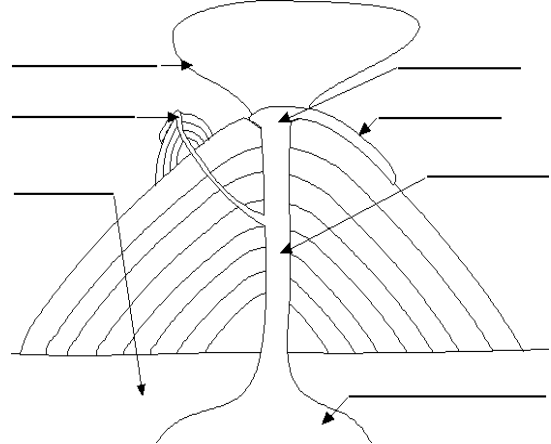
**King of the Ore**

*Baltimore Area Council*

The boys stand in a circle. The game begins with the first boy naming something in the house that is made of an ore or metal and its use. If he is correct, he becomes King and can stand in the center of the circle. The next boy in the circle then tries to name something in the house made of ore or metal and its use. If he is correct, he can then stand in the center. If he is incorrect, play moves to the next boy in the circle. Play continues until everyone has had a chance to play.

**VOLCANOES**

*Circle Ten Council*



Read the definitions, then label the diagram.

- ash cloud - the cloud of ash that forms in the air after some volcanic eruptions
- conduit - a passage through which magma (molten rock) flows in a volcano
- crust - the Earth's outermost, rocky layer
- lava - molten rock; usually comes out of erupting volcanoes
- magma chamber - contains magma (molten rock) deep within the Earth's crust
- side vent - a vent in the side of a volcano
- vent - an opening in the Earth's surface through which volcanic materials erupt

**LET'S GO ROCK COLLECTING**

*Circle Ten Council*

- Clothes**, type of clothes you would wear hiking or hunting.
- Collecting bag**, a knapsack with pockets is ideal. Lunch size paper bags can be used to put individual specimens in. Also take newspaper to wrap rocks in first.
- Field Notebooks and labels**, Give each specimen a number and label it before you wrap it. In a small pocket notebook record: Name/ Location/ Date/ collector
- Big and little hammers**, An 8 x 10 pound sledgehammer and a 1 1/2 to 2-pound hammer.
- Chisels**, One or more steel chisels (Wood chisels chip and dull too quickly)
- Goggles and face shields**, To protect face and eyes while hammering at rocks
- Magnifiers**, Hand lens or pocket magnifier
- First Aid Kit**
- Compass**

**REMEMBER:**

- ✓ Ask for permission before going on private property
- ✓ Don't meddle with tools, machinery or domestic animals
- ✓ Leave gates as you found them
- ✓ Stay on roads, don't walk or drive over growing crops
- ✓ Take only what you will use for yourself or trading, leave something for others after you.
- ✓ Be courteous and considerate of the rights of others
- ✓ Listen to the leader.

**Found a Geode**  
**A Song for your Webelos Geologists**

*Baltimore Area Council*

Tune: Clementine

Found a geode. found a geode  
 Found a geode last night.  
 Last night I found a geode.  
 Found a geode last night.

Here is a suggested series of verses to follow that one -  
 It was hollow (etc)  
 Broke it anyway (etc)  
 Full of crystals (etc)  
 Called a geologist (etc)  
 He examined it (etc)  
 Sold the geode (etc)  
 Went exploring (etc)  
 Started digging (etc)  
 Found a geode (etc)  
 and (etc., etc.)

## POW WOW EXTRAVAGANZAS

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

**Southern NJ Council**

*With help from Burlington and Jersey Shore, too!!*

**Cub Scout Centennial Express**

January 24, 2009

A School in Millville, NJ

Call Southern NJ Council, 856-327-1700, extension 32, or  
 visit the website, [www.snjscouting.org](http://www.snjscouting.org) for more information

## WEB SITES

*Alice, Golden Empire Council*

<http://ga.water.usgs.gov/edu>

**Water Science for Schools (USGS): All about water!**

U.S. Geological Survey site: interactive games, general info.  
 About water and the water cycle in several languages, water  
 usage, picture gallery, maps showing water usage by state

[cgee.hamline.edu/watershed/action/projects/](http://cgee.hamline.edu/watershed/action/projects/) **Center for  
 Global Environmental Education Watershed Action Plan**

one stop help in planning and organizing service-learning  
 projects to prevent water pollution in your watershed;  
 everything from scientific background information or to  
 local experts or stencils for storm drain signs.

<http://www.projectwet.org> contacts and ideas for water  
 projects, , contacts with state ProjectWET workshops, click  
 on KIDS for activities for kids, activity books for kids for \$1  
 or less. Also check with teachers for a local presenter with  
 lots of ideas to share.

[www.earthobservatory.nasa.gov/Library.Water](http://www.earthobservatory.nasa.gov/Library/Water) great  
 diagrams showing the water cycle, earth from space showing  
 huge volume of water, other facts and activities

## ONE LAST THING

**Think On These Things:**

*Circle 10 Council*

- ✓ It is easier to bend a boy than to mend a man...
- ✓ Opportunity knocks but once in the life of a boy – make it happen
- ✓ It isn't what the boy does to the wood that counts – it's what the wood does for the boy
- ✓ Cub Scouts have more need of models than critics
- ✓ The interests of childhood and youth are the interests of mankind
- ✓ The greatest use of life is to expend it on something that will outlast it
- ✓ No man stands too tall as when he stoops to help a boy
- ✓ Someone said 'Boys will be boys'. He forgot to add "Boys will be men"
- ✓ The mark of a trained Cub Scouter is to see something in a mud puddle besides mud
- ✓ There is no failure until you fail to keep trying...
- ✓ There are not Seven Wonders of the World in the eyes of a Cub Scout –there are seven million
- ✓ Cub Scouting is contagious – let's spread it
- ✓ Laughter is the shortest distance between two people
- ✓ A true conservationist is a man who knows that the world is not given by his fathers, but borrowed from his children
- ✓ You can preach a better sermon with your life than with your lips
- ✓ The only thing wrong with the younger generation is that many of us do not belong to it any more
- ✓ Where we are going and how we move is more important than where we stand
- ✓ I shall pass this way but once – if there is any good I can do, let it be now –for I shall not pass this way again
- ✓ Others will follow in your footsteps more easily than they will follow your advice