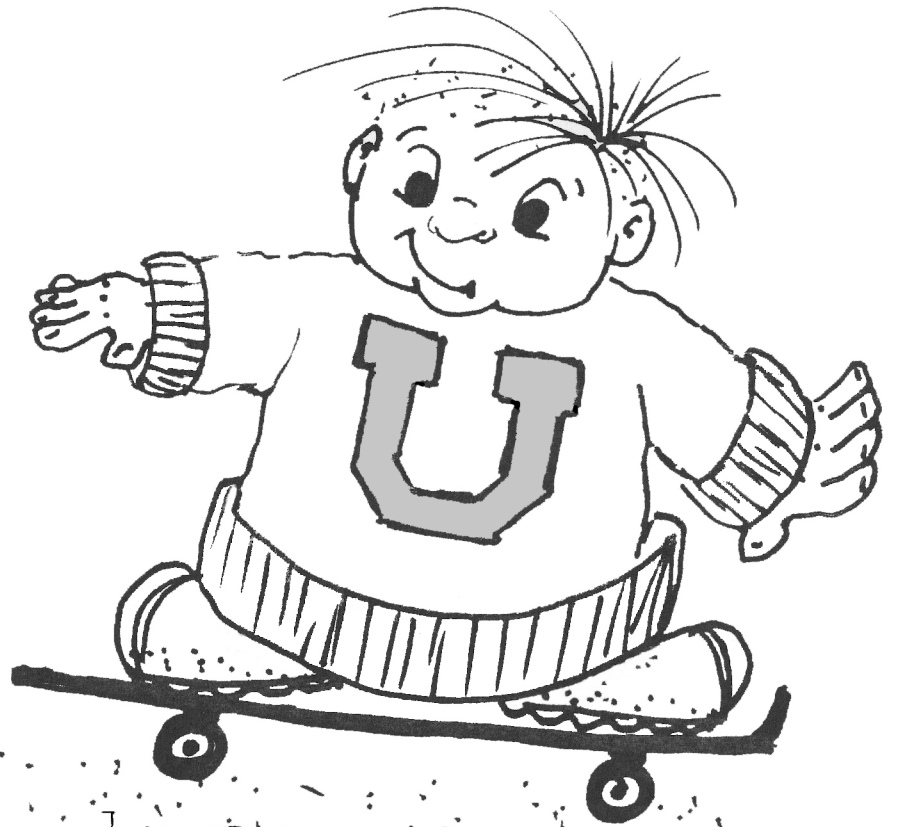


WHEEL INTO SUMMER

JUNE 2007



JUDY TUCKNESS 06

JUNE – WHEEL INTO SUMMER



PRE-OPENING/GATHERING ACTIVITIES

Do You Know Your Cars:

- | | |
|---|-----------|
| A famous rock? | Plymouth |
| An Ottawa Indian chief? | Pontiac |
| Eliminate one letter and you have a deer? | Buick |
| Second largest planet? | Saturn |
| Avoid by moving quickly? | Dodge |
| A very narrow intense beam of light? | Laser |
| A person who cares for forests and parks? | Ranger |
| A small wild horse of Southwestern United States? | Mustang |
| To carry from one place to another? | Transport |
| The dark image cast when blocking light? | Shadow |
| Known as a scarlet bird or Baltimore Oriole? | Firebird |
| Partial or total darkening of the sun when blocked by the moon? | Eclipse |
| A supernatural being? | Spirit |
| A person who searches out new places? | Explorer |

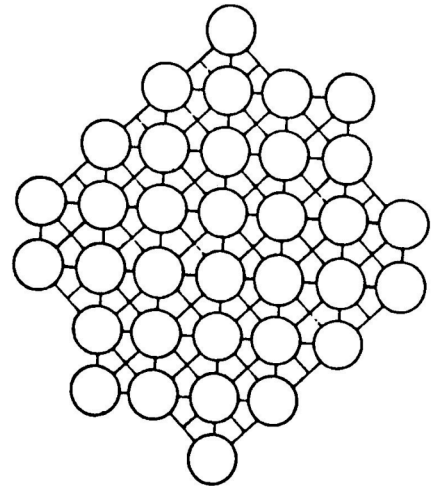
Mode of Transportation

Place pictures of wheels around the room and have the boys identify what they are used for. Variation: Place pictures on one side of the room and vehicles they work with on the other side and have the boys match up.

Future Travel

Have the boys draw their idea of what future transportation would look like.

Kwatro: Played like tic-tac-toe, except the winner must get four markers in a row, either horizontally, vertically, or diagonally. Enlarge board on a 8 1/2" x 11" sheet of paper. For markers, use buttons or two colors or cardboard circles marked "X" and "O".



OPENING CEREMONIES

Fun On Wheels

PERSONNEL: Cub Scouts
EQUIPMENT: A picture of a bicycle, car, train

SETTING: Boys holding pictures as they recite or read lines.

CUB #1: I have fun riding my bicycle.

CUB #2: I always enjoy traveling in the car.



CUB #3: Trains are my thing.

CUB #4: As you can see, there are many ways to have fun on wheels, just as there are many ways to enjoy Scouting.

CUB #5: Please stand and join us in the Pledge of Allegiance.

Wheel

1st Cub Scout: W – was their comments
what did the others feel
when caveman Abecrombie Ogg
invented the wheel.

2nd Cub Scout: H – How could they tell
how would they know
that the round piece of stone
would make humankind go.

3rd Cub Scout: E – Exactly how it happened
we're not quite so sure
It just started us moving
So fast we look a blur.

4th Cub Scout: E – Engines make a difference
Just as tires and brakes
Progress kept on coming
Even with the many mistakes.

5th Cub Scout: L – Long, long ago it happened
But this we know for real
Tonight we present for you
“Wheel Into Summer”.



Wheels

Provide each boy a picture of type of wheel they are speaking about – more can be added depending on the number of boys in the den.

Water Wheel – provided energy
Potters Wheel – Makes beautiful vases
Wheels of Commerce – (money) is the movement of business.
Wheel of Fortune – try your fate.
Wheels of Justice – (lawyer, jury, scales) driving force
Steering Wheel – provided direction
We used our wheels to bring us to the June pack meeting – Welcome.

Each Day

Each day is a new beginning.
Another chance to learn more about ourselves.
To care more about others.
To laugh more than we did.
To accomplish more then we thought we could.
To be more then we were before.

S-U-M-M-E-R

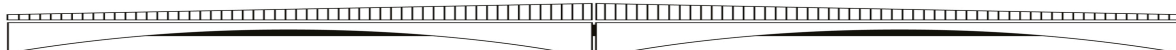
Have 6 Cubs hold cards with the letters SUMMER on the front. On the backs, print the following:

S: School is over, summer has come.

U: Untold days of adventure and fun.

M: Many of us will stay home,

M: Many more will be out in the summer sun,



E: Everyone wishes for something to do,
R: Relax, the pack will find something for us to do!

FIELD TRIPS

Visit a Bike Repair Shop
Visit a Tire Repair Shop
Go Roller Skating



SERVICE PROJECTS

Collect used bicycles to be refurbished for Christmas presents.
Deliver Meals on Wheels.

HIKES

Holding The Front: The leader in the lines stops and points to a tree or a flower. The boy next in line must name the item or go to the rear of the line. The object is to stay at the head of the line.
Sounds: Hear and identify all sounds possible along the way.
Round: Identify round things in nature.

APPLAUSES AND CHEERS

Pinewood Derby: Hold your right hand above your head and bring down with the hand pointing in front of you like a pinewood car racing down the track, Saying, "Swish, Thud."
Racers: Move hand like a racer and go "ZZRRROOOOMMM" three times.
Wheel Yell: "Squeak, squeak, squeak"
Flat Tire Yell: "Hissssssssss" – like air escaping from a tire.
Motorcycle Applause: Start engine with foot, rev-up and off with hands out like on handle bars yelling, "VAROOOOOM!"
Can Of Applause: Cheer and applaud as you remove the cover from an imaginary can, and then become quiet as the lid is replaced.
Summer Fun Cheer: Tell the group when you say "summer" or "fun", they are to say the opposite. Vary the speed you use to see whether they can keep up.

JOKES/RIDDLES/RUN-ONS

Why doesn't a bike stand by itself?
It's too tired.

How do you make the word one disappear?
Put a g at the beginning and it's gone!

What has 18 legs and catches flies?
A baseball team.

What did on elevator say to the other?
I think I'm coming down with something.

Wiseman say: He who talks like a big wheel may only be a spokesman.

Boy #1: Can you help my dog? He chases sports cars.
Boy #2: All dogs do that.
Boy #3: But mine catches them and buries them in the back yard.

Boy #1: (rolling bike tire)
Boy #2: What are you doing?
Boy #1: Just wheeling by.



STUNTS/TRICKS/PUZZLES

What Am I?

I run on boy power. I run on the streets, never on sidewalks. I have 2 wheels. I have spokes and pedals. What am I?

A. A bicycle. B. Two unicycles.

I have 4 wheels. I usually have an air coiled rear engine. You can spot me on sight. I run on sand. What am I?

A. A dune buggy. B. A Volkswagen that ran off the road in the desert.

I have 2 wheels. I have a roll bar. My pedals are as high as the seat. I have a lot of chrome. What am I?

A. Motorcycle. B. 2 "souped-up unicycles."

I have a horn. I have two bright eyes. I have four wheels. I run on the street. What am I?

A. A car. B. A unicorn on wheels on a highway.

My horn goes "toot-toot". My engine goes "choo-choo." I don't always have the same number of parts. What am I?

A. A train. B. A Cadillac with a problem.

Jar Puzzle

Materials needed; Bottle, 2 layers of cheesecloth, rubberband and water. Cover the mouth of a bottle with cheesecloth and secure with the rubber band. Pour water into the bottle through the cloth. As you turn the bottle upside down, some water will come through the cloth until you set the bottle straight up and down. Then the water stops running out.

The cheesecloth obviously has many small openings in it. When turned upside down the invisible "skin" on the water called surface tension keeps the water from running out the bottle. The combined surface tension of the hundreds of small droplets of water between the fibers of the cloth is strong enough to support the water in the jar.

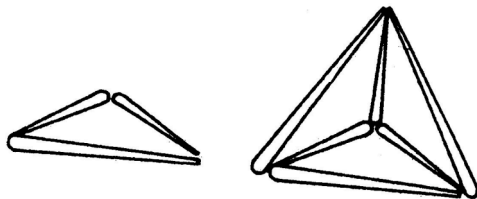
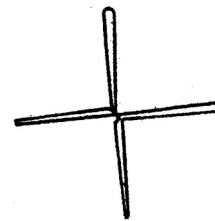
You Never Saw It Before, Will Never See It Again

I have here in my pocket something that you never saw before and will never see again! In fact, nobody (even I) have ever seen it before, and nobody will ever see it again. (Take out a peanut in a shell, crack the shell, show it to the group, then eat it.)

Toothpick Cross

Can you turn two toothpicks into a cross?

Bend each in half without breaking them. Put the bent points together to form a cross.



Triangle Trick

Can you make four triangles with six toothpicks.

Lay three toothpicks on the table in the shape of a triangle. Now stand three toothpicks on end in each corner as shown above.

Presto! You have made four triangles with six toothpicks.

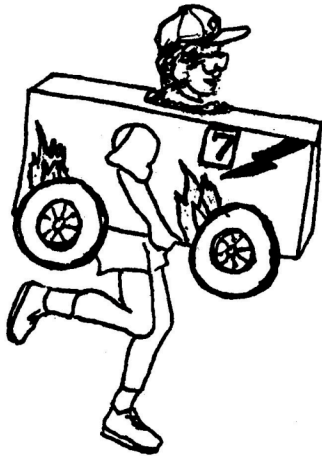


GAMES/DEN ACTIVITIES

Whirling Wheels: Equipment: 1 beanbag per Six. Relay, like the spokes of a wheel, facing in a clockwise direction with the Sixers in the center. The beanbags lie at the feet of each Sixer and when the leader gives the starting signal, they pick up the beanbag, run down the back of their Six and in a clockwise direction, round the wheel and back to the outside end of the Six. The beanbag is then passed up the Six to the Cub now at the center. This continues until all the Cubs have had a turn.

Roller Ball: Materials: Board 3" x 24", 2 cans, and Ping-pong ball. Cut out and sand the board. Glue two cans at either end. To play, hold the board in one hand and roll the ball back and forth.

Cubanapolis 500



Make Cubmobiles from boxes. Designate a racetrack with straight ways and curves. Include a pit stop for each team. Drivers wear goggles, or glasses, lace up shoes and socks. The race is run in heats of 3 cars. Each heat consists of 3 laps and each driver must make one pit stop during the 3 lap race. During the pit stop the pit crew must, clean the windshield (glasses), change the tires (remove shoes, turn socks inside out and put shoes back on), and refuel the driver (4 ounces of kool-aid through a straw).

Stock Car Racing: Divide boys into teams. Each boy is given the name of a car and when that car is called, he must travel to the end of the area and back in the manner described.

Rolls Royce: This never goes wrong – the Cub runs.

Austin: Has a flat tire – Cub hops.

Morris: Is stuck in reverse – Cub runs backwards.

Ford: Very old model, can only go slowly – the Cub walks.

Mini: Only small – the Cub runs, crouched down.

Stock Car – everyone runs.

Car Relay: Divide your boys into teams of 6 and have them select the part of an automobile.

Steering – gear is broken – walk zigzag.

Flat tire – Limp.

Gas Tank – water in tank two steps forward, one step back.

Transmission – Can't go forward – walks backward.

Battery – Dead – can't go at all

Tow – Pushes 5th player by placing both hands on player's waist.

Mile Walk: This is a race to the end of the room and back, placing the heel of one shoe so that it touches the toe of the other at every step.

Car-Car: Start by having everyone find a partner about the same height. One player is in front of the other facing in the same direction. The front player is the car. He places his bend arms chest high in front of him with palms out and open to act as bumpers, which he may need since his eyes will be closed. The driver will guide his car by the steering wheel (shoulders) nimbly through traffic with no collisions. After drivers take their cars for a little spin, have everyone freeze and reverse roles. If you don't have an even number of players, ask a threesome to invent a vehicle (truck, van, etc.).

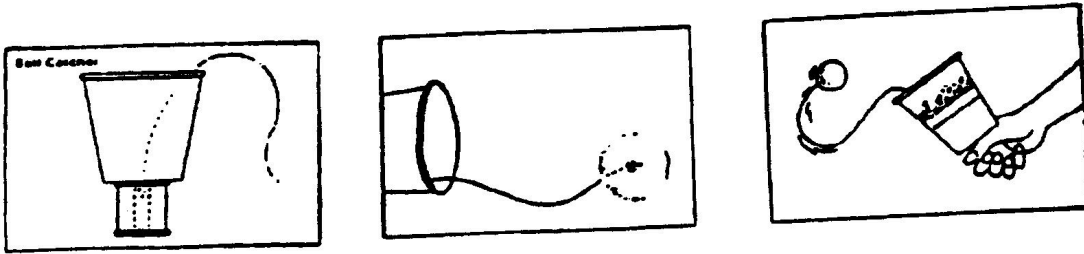
Balloon Push Ball: Divide the group into two teams and station them at opposite ends of the room. Toss a balloon up in the center of the room and have the teams rush for it. Each tries to bat it to the other team's wall. The first team to hit the balloon against the opposite wall wins. In case balloon is broken, throw another in without allowing the play to lag.



Variation: Have a Cub from each team stand on chair at opposite ends of the room with a safety pin in his hand. Each team tries to pat the balloon to their own goalkeeper, who breaks it with the pin. A point is scored with each broken balloon.

Slipped Disc: Everyone forms a circle on hands and knees with head facing inward. An object such as a Frisbee or plastic plate is placed in the middle of one person's back. The object is to pass the Frisbee around the circle from back to back without using hands. If the Frisbee falls, it is picked up and placed on the back of the last person who had it. The game continues until the object is passed around the circle.

Ball Catcher: Glue an empty spool to the base of a cup and make a hole in the center of the cup base with a knitting needle. Knot one end of string and thread through spool and cub. Tie a large knot other end of the string and crush foil tightly around it to make a ball. Decorate the cub. Hold catcher by spool and try to flip ball into the cup without using your other hand.



Tire Games

Tire Sprint: Racers line up with forward edge of tire at the starting line. On signal, they push tire forward and continue to push it across finish line. If necessary, establish lanes.

Roll for Distance: Each player rolls his tire separately and is entitled to run to gain speed and momentum but must stop at the stopping line while the tire rolls forward by itself.

Roll for Accuracy: Same as above, except tire is rolled at a target of 2 sticks set 3-4 feet apart and approximately 20 feet away.

Moving Target: Players take two turns rolling tire parallel to other players 15 – 20 feet away who try to throw balls or beanbags or broomsticks through the tire as it rolls by.

Tire Wrestling: Place two tires on the ground so they touch each other. One contestant stands in each tire. As the signal, they wrestle to throw or push their opponent out of his tire. The winner is the first to cause the other to fall or step out of his tire, provided he himself remains on his feet in his tire.

Tire Bowling: Bowl, using discarded tires in place of balls, with milk cartons or tin cans for bowling pins. Arrange "alley" on the ground with the bowling line 20 – 30 feet from the pins. Each bowler rolls two tires. Score as in bowling.

Tire Rolling Relay: Form teams and give the first player of each team a tire. Place a stake or chair opposite each team on the turning line. At the signal, the first player rolls his tire to the turning line, rolls it around the stake and back to the next player in line.

Through the Tire Relay: Establish a rolling line in front of the lines of dens. The first player of each team goes up to the rolling line with a tire. At signal he rolls his tire forward toward his team by giving it one shove. The players in turn then straddle-jump the tire. If the roller did not steer the tire exactly straight, the line must shift in order to be in line with their tire. If a player knocks the tire down in attempting to jump it, or if it falls over before he can jump it, he must recover the tire and give it to the player in front of him who rolls it for him and the rest of the team. The original roller then takes place at the front of the line. When the last man has jumped the tire, he rolls it to the starting line, and the action is repeated until the original roller has rolled the tire back to the starting line.

Bike Rodeo on a Sting: Needed two pieces of string at least 30 feet long. Four coffee or juice cans filled with sand, you bike.

Straight Ride: Lay the stings out parallel to each other 6 inches apart. Ride from one end to the other between strings.



Coasting: Take your bike back 10 feet from where the sting line begins. Pedal fast up to the stings and then coast between them. The longest coast wins.

Slow Race: Spread the stings 3 feet apart. Pedal slowly without touching your feet to the ground or touching the strings. Have a friend time you. The slowest time wins.

Figure 8: Line up the strings 9 feet apart and 18 feet long. Ride figure 8's inside the string lines without going outside the open ends.

Quick Stop: Ride up to one string from the side and brake 3 inches from the string.

Escape Turn: Ride up to one string from the side. When you are 1 foot short of the string, turn left. Next time turn right.

Slalom: Make one long line of both strings with loops every 6 feet. Ride back and forth across the stings between the loops without touching them. If you bike wheel touches the loop, you loose.

Tire Repair: Sooner or later, in spite of your best efforts, you may have a flat tire. If you do any long distance riding, it is a good idea to carry a spare tube or repair kit, a wrench and a hand pump. To repair the tire, follow these directions?

1. Remove the wheel with the flat tire.
2. Completely deflate the tube. Remove the tire from the rim being careful not to damage the tube. Hold the tire on both sides and press the tire against the floor forcing the tire beads into the rim. Slide your hands towards the floor pulling on the tire as you proceed. When you hands are almost together, take a firm hold of the tire and roll the tire off the rim. Avoid the use of tools, especially screw drivers, to remove tires.
3. Repair the puncture with a good patch or replace the tube.
4. Check the inside of the tire to make sure it is free of any conditions which might damage the tube.
5. Dust the tube with talcum powder to prevent the tube from binding.
6. Check the rim to see that it is free of rust, dents and any rough or loose spoke heads.
7. Make sure that the rim strip covers all spoke heads.
8. Inflate the tube until it just starts to regain shape and insert tube in tire. Insert the valve through the rim and carefully mount the tire. Again, avoid the use of tools.
9. Inflate carefully to about 10 pound pressure and examine the tire making sure that the beads are seated and that the rim line is visible all the way around the rim.
10. Deflate the tube. This allows the tube to seat with out pinching or binding.
11. Again inflate to 10 pounds and check tire again.
12. Inflate to full pressure and replace wheel. Tighten axel nuts securely.

Ways to Prevent Tire Damage:

Don't jump curbs.

Inflate tire to proper pressure.

Don't ride double.

Use only your hands to mount tires.

Use a hand pump and tire gauge – don't use gas station air hoses.

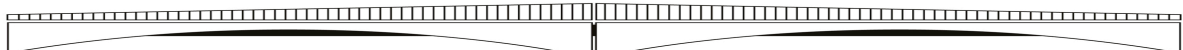
Avoid rough streets and alleys,

Avoid skidding stops.

Keep wheels aligned.

Keep the valve stem straight.

Remember: Store your bike properly. Although nothing can stop the eventual deterioration of rubber products, you can slow the process by keeping tires away from sunlight during long periods of storage an away from oily and greasy surfaces. Fro extended periods of storage, hang your bicycle or turn it upside down.



SONGS

My Wheel

(tune: Found A Peanut)

Made a wheel, made a wheel
It was very big and round
And the wheel that I invented
Held me three feet off the ground

There are cartwheels, there are steering wheels
There are wheels of all sorts
But the wheel that I invented is the wheel that's
Best of course.

Wheels Have Seized The Day

(tune: Seize The Day)

Slow:

Back in the old days long ago,
Earth was thought flat, they didn't know.
Round was so perfect. Now they believe it.
Wheels have seized the day.

Fast:

Now we have wheels on everything.
Movin' and groovin' is the thing.
History is written. Round can't be beaten.
Wheels have seized the day.

Ninety-nine Miles From Home

(tune: Ninety-nine Bottles of Pop)

I'm ninety-nine miles from home,
I'm ninety-nine miles from home,
I walked awhile, sat down awhile,
I'm ninety-nine miles from home.

I'm ninety-eight miles from home....

(Count one less each repetition)

Wheels on the Buss

The wheels on the bus go
Round and round,
Round and round,
Round and round,
The wheels on the buss go
Round and round
All through the town.

Movement: Rotate arms in front of chest
Draw circle in the air using your arms.

The horn on the bus goes beep,

Beep, Beep.....

(continue like first verse)

Movement: Press horn with hand.

The wipers on the bus go
Swish, swish, swish...
Movement: Forearms sway back and forth.

The driver on the bus says,
"Move on back!"....
Movement: Gesture with one hand, thumb over
shoulder.

The lights on the bus go
Blink, blink, blink....
Movement: Open and close fists.

The baby on the bus cries,
"Waa, was, waa"...
Movement: Rock imaginary baby in arms.

The mommy on the bus says,
"Sh, sh, sh"
Movement: Put finger to lips.

The kids on the bus go
Bump, bump, bump....
Movement: Bounce up and down.

On the First Day of Camp

(Tune: On the first day of Christmas)

On the first day of day camp,
My mother sent with me.....
A sack lunch with smashed potato chips.
Two T-shirts.
Three pairs of socks.
Four baseball caps.
Five plastic cups.
Six water guns.
Seven games to play.
Eight batman comics.
Nine shower hooks.
Ten band-aids.
Eleven shoestrings.
Twelve bottles of OFF!



Racing

(Tune: Camptown Races)

Pinewood Derby's here again,
Oh Boy, Oh Boy!
Dad and I would like to win,
Oh boy, we will try!

Chorus:
My pop's thumb is sore,
From the carving knife!
Wish he'd let me try it too,
You can bet your life!

Our car looks a little weird,
Oh my, oh my!
Glad it doesn't have to be steered,
Oh my, time to go!

Now it's racing down the track,
Hurry, Hurry!
We're close to the finish line,
Hurry up and pass!

Working on the Derby

(Tune: I've Been Working On The Railroad)

I've been working on the Derby,
Planning my race car.
All the family has been helping,
My car should be the star!
Can't you hear the crowds a cheering,
As we win the prize?
Pinewood Derby time's exciting,
For all the Cub Scout guys.

Ride, Ride, Ride

(tune: Row Your Bow)

Ride, ride, ride your bike
Pedal for goodness sake
Up and down, up and down,
How the legs do ache.

Ride, ride, ride your horse
Following the trail,
Oh no, I fell off,
I'm glad the horse can't tell.

Ride, ride, ride the bus,
Ride it here and there,
Seeing all the pretty sights
Without a driving care.

Fly, fly, fly a plane,
It's really lots of fun,
Gliding high up in the sky,
Just see that setting sun.

Summer Smells

(Tune: Silver Bells)

Summer smells, summer smells,
It's picnic time in the city,
Ticks and ants, in your pants,
You'll itch and scratch all night long.
City sidewalks, steaming sidewalks,
Scorch your feet if they're bare.
In the air there's the strong smell of charcoal.
People tanning, some are burning,
Shades of crimson and red.
And on every street corner you'll hear . . .
Popsicles, fudgesicles, snow cones, and ice cream
cones too
We're no fools, get in the pool,
It's just the first day of June.

SKITS

The New Car

Cast: Salesman, Buyer, 5 People to be Tires, Victim

Setting: Car Showroom, 4 of the tires are crouched in "tire" formation as on a car. The fifth is the spare tire at the back.

Salesman: Here, Sir, is our latest and best model. It also has an unbelievably low price. Let me show you the quality. (He "kicks" one of the tires -- tire falls flat and makes a hissing sound.) My, I'm so embarrassed. (He "kicks" another tire -- same thing happens. Start hamming it up, interacting more and talking with the buyer, apologizing profusely and being very embarrassed. Salesman successively kicks each tire until all 5 are kicked. Finally.)



Salesman: Hold on, let me get one of my men from the back. (Get your victim) Do you think you can fix these flats? (Instructs him to lift up each tire and so on, and each one rises to original position.) Well, I guess all that was needed was a nut to hold it up!

Version 2

Cast: Salesman, Buyer, 4 people to be bicycles, Victim

The five "bicycles" are in doggy position.

Salesman: Here, Sir, is our most popular model. It also has an unbelievably low price. Try it.

Buyer: OK -- (tries it) -- no, it's not the right size.

Salesman: Then try this one. It's got 25 gears and goes really fast.

Buyer: No, I don't need that many.

Salesman: All right, try this one.

Buyer: I don't quite like the color.

Salesman: This one is a great mountain bike; great reports from everyone.

Buyer: Hmm... OK. Hey! I really like this!

All of a sudden the mountain bike collapses -- falls down.

Salesman: My, I'm so embarrassed. Are you sure you wouldn't like to purchase one of the other bicycles? They're very good.

Buyer: Not really. I really liked this last one.

Salesman: Hold on, let me get one of my men from the back. (Get your victim.) Do you think you can fix this bike? (Instructs him to lift up the bike and pull this, tighten that.) Now Sir, try it.

Buyer: Hey! This is great! You've just sold this bike! What did your technician do?

Salesman: Well, I guess all that was needed was a nut to hold it up!

A Driver's Dilemma

(A Pantomime)

CHARACTERS: A Cub Scout and his friend

PROPS: 2 chairs for the car (The Cub and his friend are sitting on the chairs. They go through the motions as the narrator reads.)

NARRATOR: Cub Scout John and his friend one day

Went for a ride in his Chevrolet

(Pretend driving)

His friend was cool, his name was Frank

But he is what you might call, a crank.

(Cub leans over and pushes starter button)

It's just too bad he wasn't a little smarter

'Cause he doesn't know how to work the starter.

John showed him how, the little dear

And also how to shift the gear.

(Pretend moving gear)

Away they went but something broke

'Twas just a measly little spoke.

(Jump out fast and look at wheel.

Fix tire - jump back In)

He fixed it with a piece of wire

Then something popped – it was a tire.

(Work fast to change tire, then

back to chairs)

'Twas mended soon, but next ker-plunk

They struck a branch and smashed the top.

(Duck with hands over head)

"Dear me" shouted Frank. "That's too much"

Then something happened to the clutch.

And next poor Frank, unlucky dub



Just grazed a rock and smashed the hub.
“Oh Frank” said John with a squeal
“I think we’re going to lose a wheel.”
(Looking over side of car)
They climbed a hill and then was seen
The tank contained no gasoline.
They journeyed home with Frank a pushin’
And John just sitting upon a cushion.
(Frank gets behind chair)
Thinking to himself with a silly grin
What a crazy story, he could tell his den.



The Motorcycle Driver

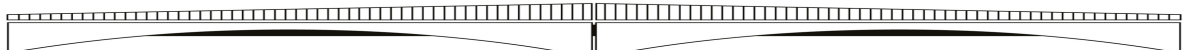
Characters: Cub Scout, 2 ambulance attendants
Props: helmet, motorcycle (toy, battery operated or peddle), ambulance (made from wagon), stretcher

Cub Scout on motorcycle rides across the stage, as he gets half way he falls Over. Ambulance enters with two cubs as ambulance attendants, who run Over and pick up the motorcycle very carefully, put it on the stretcher, Leaving the cub scout laying on the stage. They put the motorcycle in the ambulance and drive off stage with the Cub Scout running after them.

Lawnmower Salesman

CHARACTERS: 2 CUSTOMERS, LAWNMOWERS, played by 2-6 Cub Scouts, SALESMAN
SCENE: In front of a store (Cub Scouts are down on their hands and knees representing lawnmowers. The salesman Is waiting for a customer.)

CUSTOMER: (Enters) Hi! I need a lawnmower. Mine blew up this morning.
SALESMAN: Sure thing. Let me show you some of our models. (Pointing to first boy) Here we have our cheapest model. It has a stall free engine and is really a great model. Here - 'Ill demonstrate. (Salesman tries to start it by pulling cord.)
1ST BOY LAWNMOWER: BRRRRRRMMMM BRRRRRRMM BRRM BRM (then dies)
SALESMAN: Must have a bad spark plug. Oh well, let me show you another model. Notice the fuel injection in the front. It’s a very good machine. I’m sure you won’t have any trouble With it. (Salesman tries to start it by pulling cord.)
2ND BOY LAWNMOWER: BRRRRR RRMM, BRRRRRR RRM, BRRRR RR RRM, BRRRRMMMM (then dies)
SALESMAN: They must have forgotten to put in the fuel. (Using as many boys as needed, each may be a different model lawnmower. All of the models used do not start until the last one.)
SALESMAN: This is our last and final model. It is our most expensive mower, the Super Duper Lawn Queen. It has ten horse power motor. I’m sure this one won’t fail. (Salesman tries to start it.)
LAST BOY LAWNMOWER: BRRR RR RRM, BRRRRM, BRRRM. (Then dies)
SALESMAN: I can’t imagine what’s wrong with it. Let me see if I can find someone to help me get it started. (Goes to audience and gets someone, Cubmaster, or any adult in the audience. Asks person if he or she will come up and help start the lawnmower. Person from audience comes and tries to pull cord.)
LAST BOY LAWNMOWER: BRRRM BRRRM BRRRRMMMMM (really takes off.)
SALESMAN: That’s all it needed, A BIG JERK!



The Yellow, Cadillac

CAST: 2 HUNTERS and A GUIDE

SETTING: The Guide is laying on his side with his ear to the ground. Hunters enter.

1ST HUNTER: What’s with this lazy good for nothing guide? We’re paying him good money to help us hunt and he’s laying down! Where did you get this guy? He’s a complete idiot! He’s laying in the middle of the road!

2ND HUNTER: Relax. One of my buddies said he was really good. He’s probably listening for wild animals. (Hunters walk over to Guide.)

2ND HUNTER: “Well, what is it?”

GUIDE: (Without moving)

Two men in a yellow Cadillac. The grille is missing and it has a broken headlight. The paint is scraped on the right fender. The driver is wearing a green coat and a cowboy hat. The other guy is wearing a brown coat and a stocking cap.”

2ND HUNTER: (To 1st Hunter)

See ... I told you he was good!!!”

1ST HUNTER: Amazing!!! You mean you can tell all that from just listening to the ground?”

GUIDE: “No. It just ran over me.”

Getting Directions

A lone mountain man is trudging through the wilderness and comes to a clump of trees (boys with their backs to the audience and each wearing a sign reading “Tree”).

Mountain Man: I’m tired and I guess I’m lost, too. Now, which way is west? Seems like I remember my old Cubmaster saying you could tell north by looking for moss on the north side of the trees.

(Trees turn around to face audience. Each holds a sign with a pointing arrow and name of a city: San Francisco, San Jose, Los Angeles, New York, etc.)

Mountain Man: Thanks, trees. That beats moss anytime. (All run off.)

AUDIENCE PARTICIPATION

Go-Cart Derby

DOWN THE HILL “Zoo-oo-oo-mmmmmmm”

THE STRAIGHT AWAY “Swooo-oo-sshhh”

AROUND THE CORNER “Zip-zip-zip”

In a small town in the mid-west every year, there was held a big go-cart derby for all the boys in the town. This event was planned for many months in advance and was looked forward to with much anticipation by all the boys. The boys and their parents worked for months on building go-carts that would race DOWN THE HILL coast beautifully on THE STRAIGHT AWAY and go AROUND THE CORNER like winners. Each family worked hard to see if theirs could be the top winner in the derby. All over town, you could see the go-carts being tested DOWN THE HILL, THE STRAIGHT AWAY and AROUND THE CORNER.

One day, as they were making their test runs before the big race, one little boy named Johnny discovered that if he went DOWN THE HILL, AROUND THE CORNER, he would run farther THE STRAIGHT AWAY before his cart came to a stop. He had found the ideal spot for the race. After trying it several times, he hurried to tell some of the parents about this spot, hoping that they would hold the Derby there this year.



Several parents came out and watched Johnny’s go-cart go DOWN THE HILL, AROUND THE CORNER and on THE STRAIGHT AWAY. They agreed that this would be a good spot to hold the race, except that Johnny had overlooked one thing – the go-carts were fine going DOWN THE HILL and AROUND THE CORNER, but it was when they came to a stop on THE STRAIGHT AWAY that they had problems. You see, they came to a stop right in the middle of a drive-in restaurant.

The parents got together and decided to talk to the restaurant owner. As a result, the owner agreed to close his restaurant during the Derby race and the whole town turned out to watch the go-carts race DOWN THE HILL, AROUND THE CORNER and into THE STRAIGHT AWAY. What a spectacular race it was!

After the race was over, everyone decided that, since the restaurant owner had been so generous to close his restaurant during the race, that they would all buy their dinner there that night. After all, driving those go-carts DOWN THE HILL, AROUND THE CORNER and into THE STRAIGHT AWAY had made all the boys very hungry, and the shouting and cheering done by the parents had helped them work up a good appetite, too. The restaurant owner was happy because he sold more hamburgers than he had ever sold in one day.

An agreement was made with the restaurant owner that every year they would hold their go-cart derby in that same spot, with the carts racing DOWN THE HILL, AROUND THE CORNER and into THE STRAIGHT AWAY to the drive-in restaurant. They would all celebrate afterwards and buy those delicious hamburgers. So, you see, kindness and consideration to others can make things go better for everyone.

The Big Wheel

BIG WHEEL: “Spin, spin”
WAGONS: “Getty-up Horsey”
AIRPLANES: “ Zzooooom”
CARS: “Rattle, rattle, bang”

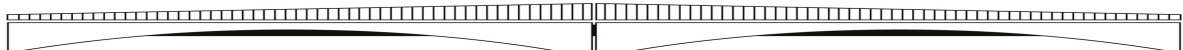


Man has invented different things that go and provide him with transportation down through the years. The early settlers used WAGONS, which took them from place to place and served its purpose well. Men like Henry Ford invented the CAR, which today is the most popular type of transportation. There were men like the Wright brothers, who pioneered the invention of the AIRPLANE. And there is a group of people, called the BIG WHEELS, who really don't go anyplace or do anything, but they like to feel important.

This story is about one of those BIG WHEELS who just sat and spun his wheels and felt so important while he was doing nothing at all. Everyone around him was working on new and better types of WAGONS, designing new and more efficient CARS, and designing and testing newer and faster AIRPLANES. But our BIG WHEEL just sat around feeling important, not doing anything to help anybody, while everyone else was doing the work. Somehow, he always seemed to get by and fool people into thinking that he was important because everyone around him was making progress. The BIG WHEEL depended on their brains and energy to make him look good. Finally, one day, something happened that changed things overnight for the BIG WHEEL.

Everyone who had been working on WAGONS, and CARS, and the AIRPLANES decided it was time to teach the BIG WHEEL a lesson. They were tired of him doing nothing except acting important. So they all became very busy and didn't pay any attention to him. When something came up, the BIG WHEEL found he couldn't rely on the others to answer questions and make him look important. Finally the BIG WHEEL realized he could not accomplish anything without help from the others. He realized he was making no contribution to the world at all. He was just sitting there spinning his wheel, while the others accomplished a lot on WAGONS, and CARS, and the AIRPLANES. BIG WHEEL felt very bad.

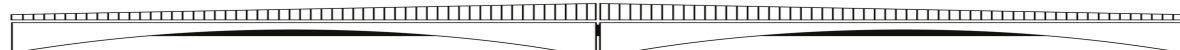
It was a hard lesson when BIG WHEEL finally realized something he should have known all along—if you're going to get anyplace in this world, you can't expect other people to do all the work for you. But it was a good lesson, too. Because when the BIG WHEEL, really look deep down within himself, he realized that, like the WAGON makers, and the CAR workers, and the AIRPLANE people, he too had special talents that he could use to contribute to the world.



Travel

CAR – Honk-honk
BUS – Beep-beep
PLANE – Glide-glide
BOAT – Splash-splash
TRAVEL – All sounds at once

When you want to TRAVEL
From place to place,
There are many vehicles,
That could join the race.
There's the CAR...that comes,
In many assorted sizes,
With gadgets galore,
And full of surprises,
Or you could settle for a ride
In a modern BUS...,
And save yourself worry,
And a whole lot of fuss.
If a CAR...or a BUS...,
Does not meet your needs,
You can TRAVEL...in a PLANE...,
At astonishing speeds.
But before you choose to TRAVEL...,
Over a route that's wet,
The finest of BOATS...,
Are yours to get.
When you want to TRAVEL...,
Whether near or far,
You can do it comfortably,
In a nice new CAR...,
If you listen when they say,
Leave the driving to us,
Then you certainly should TRAVEL...,
Around the place by BUS...,
But if you are one
That's always in a hurry,
Then take a PLANE...,
In your rush and scurry,
But if over the water you choose to ride,
Then pick a BOAT...,
And through the water you'll slide.
Whatever the transportation
You may chance to use,
When you TRAVEL...my friend,
'Tis yours to choose.



RECIPES

No Bake Peanut Butter Balls

1 cup peanut butter, smooth or crunchy
½ cup honey
½ teaspoon vanilla
3 cups Rice Krispies

Combine peanut butter , honey and vanilla. Gently mix in Rice Krispies until well blended. Form into 1 inch balls and refrigerate.

Variations:

- Coconut peanut butter balls: Roll each ball in coconut before refrigerating.
- Raisin peanut butter balls: Add ½ cup raisins before adding Rice Krispies.
- Chocolate peanut butter balls: Add 1 (6 oz.) package mini morsel before adding Rice Krispies.
- Marshmallow peanut butter balls: Add 1 cup mini marshmallow before adding Rice Krispies.
- Cherry Peanut butter balls: Roll balls around maraschino cherries before refrigerating.

Peachy Icy

1 (8 oz.) container peach yogurt, frozen	½ cup milk
1 (10 oz) package frozen peaches	4 – 5 ice cubes
2 T. honey (optional)	1/3 cup carbonated water

Combine all ingredients into a blender. Grind to break up frozen items, gradually adding liquid ingredients. Add more milk if mixture is too thick.

Meat Roll- Ups

Spread cubes of luncheon meat, salami, or other ready to eat meat with cheese spread. Roll up. Eat. Or put a toothpick through the roll and refrigerate until ready to serve.

Slush

1 large can pineapple juice	3 cups sugar
2 cans lemon juice frozen concentrate	1 package frozen raspberries
1 can lemon juice frozen concentrate	water
3 packages raspberry Kool-Aid	

Combine ingredients and add water to make 2 gallon.
Mix in canisters and freeze.

Celery Vehicles

1 stalk celery
1 t. peanut butter
8 carrot circle slices (4 for each vehicle).

Fill celery with peanut butter. Cut celery stalk in half. Place toothpicks for wheels through side, both in front and back of the celery. Place carrot circles on toothpicks for wheels.

Microwave Chicken Nuggets

¼ cup whole wheat flour	¼ cup cornmeal
1 teaspoon chili powder	1 teaspoon paprika
½ teaspoon garlic powder	1/8 teaspoon cayenne pepper



1 cup salsa
2 (7oz.)pkg. chicken breast chunks

1 egg white

Combine flour, cornmeal, chili powder, paprika, garlic powder, and cayenne pepper. In another dish beat egg white with a fork. Dip chicken pieces into egg white and then into the flour mixture to coat. Place chicken in a microwaveable casserole dish. Microwave for 3 – 4 minutes until chicken is no longer pink inside. Turn over and microwave 1 -2 minutes. Serve with salsa sauce.

Garden Pasta Salad

1cup Miracle whip salad dressing
¼ cup chopped parsley
1 tsp. dried basil leaves, crushed
1 garlic clove, minced
1 8-oz pkg. mild cheddar cheese cubed.

2 cups broccoli flowerets, cooked
1 cup (4 oz.) tricolored corkscrew
noodles, cooked and drained
2 medium tomatoes cut into wedges
½ cup chopped walnuts

Combine salad dressing, parsley, basil, and garlic; mix well. Add cheese, broccoli and noodles; Mix lightly. Chill. Arrange tomatoes on top and sprinkle with walnuts before serving. Serves 6

CRAFTS

Crafts With Rocks: Have the fun collecting many shapes and sizes of rocks, then turn them into lots of different things.

Paperweights; with characters painted on, or dress them fancy with tissue paper, paints, and foil. Wash stones clean and dry. Plan simple designs. Stones may be painted with Tempera (optional).

Rock Characters; Paint the rock a solid color, then paint the features with a magic marker or paint. Add other features, such as yarn hair, moustaches, hats, etc. Then cover with clear varnish.

Tissue Rocks: For each rock, cut or tear tissue paper into small pieces (smaller than rock to be worked on). Brush a little polymer medium on small area of rock. Before it dries, place piece of tissue paper on moist area. Be sure each part of tissue adheres to rock. Cover with polymer medium. Repeat until entire rock is covered. Additional designs in contrasting colors may be applied following the same procedure.

Foil Rocks: Cut simple designs (hearts, flowers, dots) from several layers of foil. Rocks may be painted if desired. Glue foil designs smoothly to rocks, dull side down. Let dry. Apply two coats of clear nail polish.

Wheat Sunburst

Materials: Wheat
Wax paper
Glue
Colored yarn

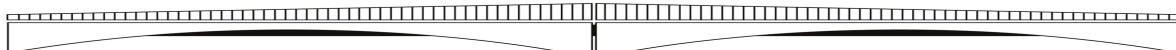
Place an uneven number of wheat stalks in a circle on a sheet of wax paper. The stalks should overlap one another and be an equal distance apart. Glue the overlapping ends of the wheat stalks. Dry and peel from wax paper. Weave yarn in and out stalks. Use several different colors tying ends together. Hang on wall.



of the wheat

Golf Business Card Holder

Materials;
11 Popsicle sticks
Scissors
Green t paint
Glue
2 Wooden golf tees
1 Small white pom-pom
Wax paper (to protect work surface)

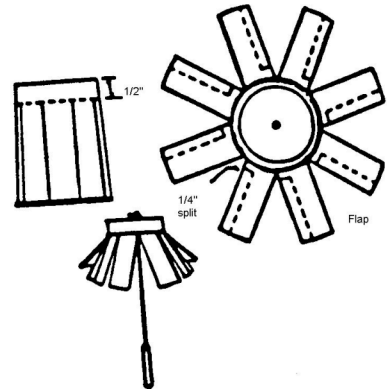


Lay out a piece of wax paper to protect your work surface. Place three Popsicle sticks flat next to each other side to side. Glue the three sticks together. This is the front side of the card holder.

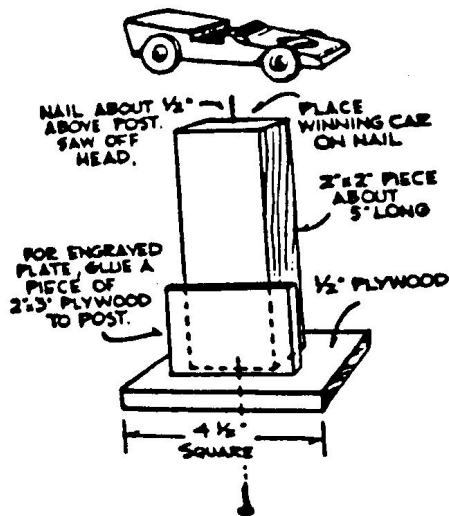
For the base, lay 2 Popsicle sticks flat next to each other and glue together in the same fashion as that of the front. For the back, lay 4 Popsicle sticks flat next to each other side to side, and also glue together. For the sides, cut 1 and 1/4 inch off of the top and bottom of 2 Popsicle sticks. Lay 2 long edges together, side to side and glue together. Repeat with other 2 ends for the other side of the card holder. Glue front, base and back together. Glue right and left sides in. After glue has dried paint green add gold ties and white pom-pom ball.

Whirlybird

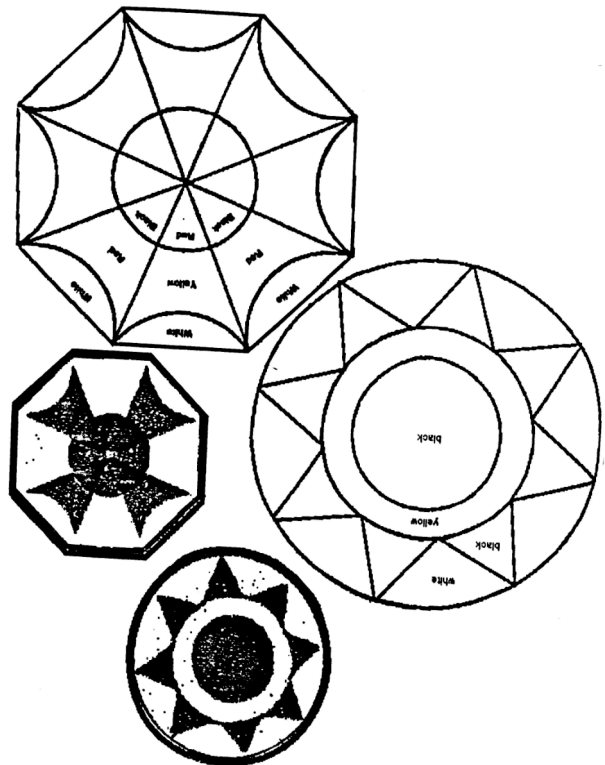
Cut 6 slits 1" apart on an 8 oz paper cup from the top to 1/2" from the bottom and fold the strips out. On each strip, cut a 1/4" slit about 3/8" from the inside end, and make a flap by folding down and creasing. Punch a hole in the bottom and put a pipe cleaner or heavy string through the hole with a knot on the end. Fasten a paper clip for weight at the bottom of the pipe cleaner. Try to fly the whirlybird, hold it straight out and drop it.



Homemade Derby Trophy



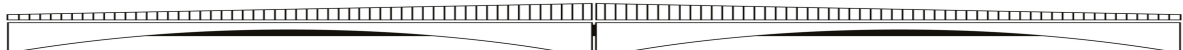
Stain and varnish the stand. The "engraved plate" is lettered with a felt marking pen and glued to the post.



Geometric Sand Designs

Cut boards or heavy cardboard 4" round or 4" octagonal. Paint board black. Apply one coat of sand to entire board. A second coat is added to the center design only.

Sand Painting: Do this outside where you don't mind the sand. Designs should be simple. Younger boys may want to outline their designs with sand rather than filling it. How about writing their names with sand?



You will need: Sand; Several plastic containers with lids; Food Coloring; Newspaper; Heavy tag board or cardboard; Pencil; Glue.

1. Put sand in the plastic containers and add a few drops of food coloring--a different color for each container.
2. Cover and shake the containers or stir until the sand is completely colored.
3. Spread the colored sand out on newspaper for a few minutes and let it dry while you color more. (Try combining primary colors.)
4. Using the pencil, draw a design on the tag board or cardboard.
5. Spread glue on the outline of the design.
6. Cover the outline with one color of sand. Shake the excess sand back into its container.
7. Spread glue onto another area of the design, and then fill it in with another color of sand. Repeat until the entire design is complete.
8. Allow to dry (about an hour). Attach a small piece of string like a loop on the back and hang on the wall.

Layered Sand Jar

You will need: A variety of colored sands (see the craft above); Nicely shaped clear jar (not too big) with a lid; Funnel.

1. Spoon a layer of colored sand into the jar. Or pour the sand through a funnel into the jar. Gently tap the jar to make the sand level if you want flat layers.
2. Continue adding layers of different-colored sands until you reach the top.
3. Screw the lid on tightly.

Raw Car

Materials:

2 Colored, plastic bottles

Glue

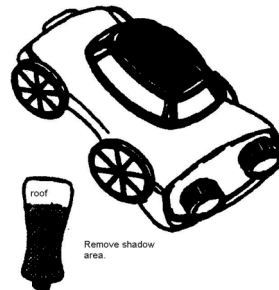
Heavy paper

4 Juice can lids

Dowel rod

2 bottle caps

4 tacks



For the body of the car, use a plastic bottle. The bottom of the bottle will be the front of the car. For the roof, cut the bottom from another bottle (as shown). Holding the roof on top of the body of the car, trace around it, then cut out a hole in the body. Fit the roof in the body opening.; glue to hold. Cut a strip of paper to fit around the roof and draw on window frames.

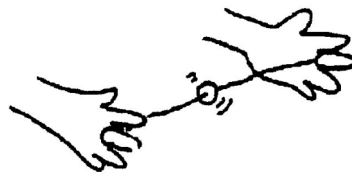
For headlights, glue on bottle caps. Glue yellow circles on the headlights in front. For wheels, use juice can lids with paper glued into them and spokes drawn on. Poke a set of holes through the front and back of the car. Put wood dowel rod through each set of holes. Make sure the dowel rod extends about 1/4" on each side. Attach the wheels to dowel rods. Hammer a tack though the center of the wheel into the rod.

Humdinger

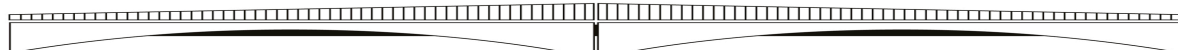
Materials:

1 Large Button

1 Yard sting



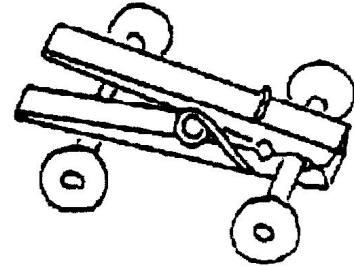
Thread string through button eyes so that you have a loop of string on one side of button and the two ends of the string on the other end. Tie ends of string together. With the button centered on the string, place a loop of string over one finger on each hand. Twirl the button to wind up the string, then pull hard and let go. Continue pulling and letting go until button hums.



Gumball Racer

Materials:

- 4 small gumballs
- 1 plastic straw
- 2 round toothpicks
- 2 small gumballs (for chew glue)

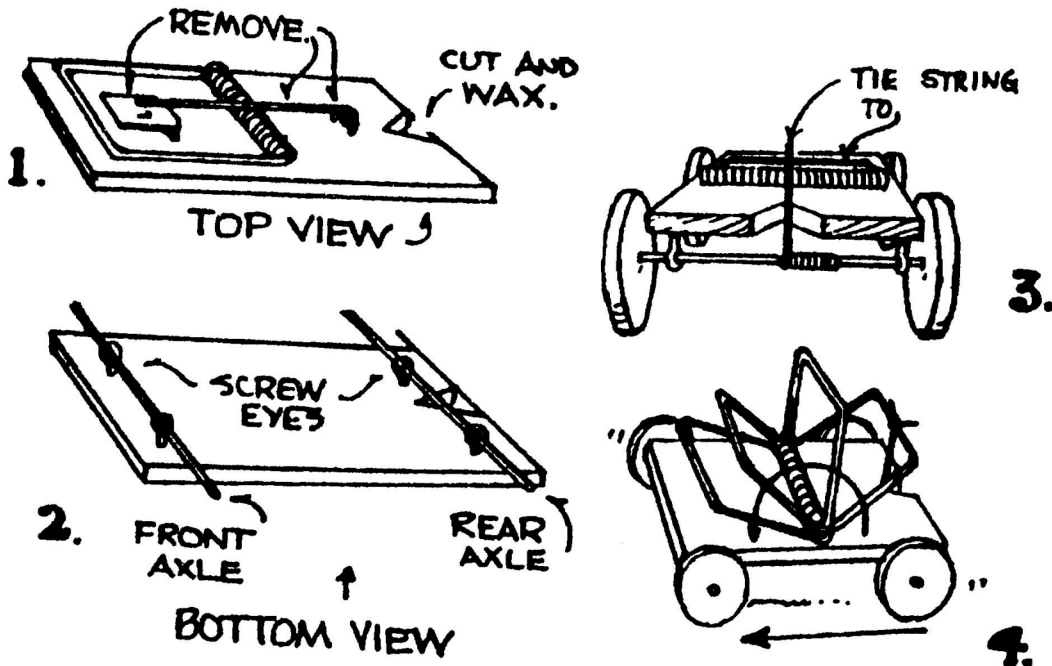


First pop, the two “chew glue” gumballs into your mouth and start chewing! Cut two pieces of the straw, about 1” long. Using a toothpick, poke a hole all the way through the center of each of the 4 small gumballs. Press slowly and carefully.

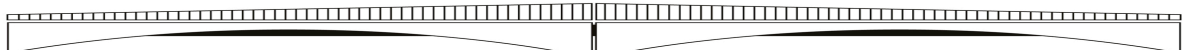
To make axle, poke a toothpick through one side of the straw pieces. Poke each end through the hole in one of the gumballs and out the other side, (You might have to snip the straw pieces to make them shorter if there isn't room for the wheels.) Clamp one axel into the front end of the clothespin. Tape the other axel under the clothespin near the back.

Wet your fingers and break off small balls of chewed gum. Mold them to the ends of the axels to keep the wheels on.

Le Mouse 500 Racer



This is a flying mousetrap on wheels. Remove the bait pan and hook arm from the mousetrap. Cut a 1/2” V-notch at the rear; sand it smooth and wax it so the string will slide easily. Turn the trap over and screw in small screw eyes 1/2” from the edge. The axels are cut from coat hanger wire. Make wheels by sawing 3/16” sections from 1 1/4” dowel. Drill a hole in the center of each wheel. Pounce the ends of the axels flat and push them into the holes in the



wheels. Glue in place. With sandpaper, roughen the rear axle where the string will be wound. Tie the string to the snapper but not to the axle. Turn the racer, pull the snapper back and hold it with your thumb. Wind the string onto the rear axle until it is tight. Set the racer on a rug or rough surface and watch it go.

ADULT LEADER RECOGNITION

Big Wheel on Board - for helping us go round and round.
Mini Car on Plaque - for parent who provided transportation.
Had a Ball – ball of any kind.
Magnifying Glass – Cut a spy glass out of paper. Add aluminum foil for the glass and give this to the finish line judge at the Pinewood Derby.
12-inch Ruler: “Thank you putting your best foot forward.”
Compass: “Thanks for leading the way. You have done so much for our pack.”
Extra Gum: “Because you ‘chews’ to go the ‘extra’ mile.”
Knot: “Thanks for tying the pack program together.”
Paw: “Thanks for lending a hand.”
Railroad Track: “You’re on the right track.”
Stick: “Thanks for sticking by the pack.”
Walking Stick (made from a dead branch): For organizing a pack hike.
Wheels: “You helped keep the pack going!”
Automobile: “‘Auto’ be a nice day because of you.”
Car: “You’re always driving in the right direction.”
Foot Prints (bare or shoes, on paper or shirt): “Thank you for hiking that ‘extra extra’ mile!”

ADVANCEMENT CEREMONIES

The Cub Scout Wheel

PERSONNEL: 1 Cub Scout, 1 Parent, 1 Leader, 1 Pack Committee Member, 1 Person from community, 1 person from Sponsoring Org., Cubmaster, Narrator.

EQUIPMENT: Wheel with 7 candle holders on it.

ARRANGEMENT: All persons mentioned above stand behind wheel holding an unlit candle. As their part is read they light their candle from the Spirit candle and blow out the candle they were holding.

NARRATOR: The first spoke of this wheel is Tiger Cubs & Cub Scouts: boys 6-10 years old learning and growing together. developing confidence, skills and respect for others.

The second spoke of this wheel is the Parents: offering encouragement, and assistance to their son as well as the leaders, pack and other boys.

The third spoke of this wheel is the Leaders: donating time, understanding and energy to teach Scouting skills.

The fourth spoke of this wheel is the Pack Committee: helping to plan, prepare and support all Pack activities.

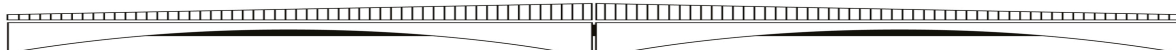
The fifth spoke of this wheel is the community: providing meeting places and points of interest for learning.

The sixth spoke of this wheel is the Sponsors: donating supplies and finances in support of the pack.

Just like any wheel, which needs a hub to hold the spokes together, so does our pack. The hub of Pack ____ is the Cubmaster _____. He keeps our Pack rolling.

The long hours _____ puts in, his pride and never ending dedication is what has made this assembly of Cubs, Parents, and Leaders a Pack.

Would _____ please come forward. Cub Scouts stand and give your Cubmaster the Scout salute.



All Sizes

Wheels come in all sizes, just as our Cub Scouts come in different sizes. It's not the size of the wheel, it's the job it does that counts. Like Cub Scout advancements, it's not the size of the Cub Scout, but the understanding, energy and work it took to earn the advancement. (Call boys forward and present awards.)

Wheel Barrow

Arrangement: Use a wheel barrow to hold all the Cub Scout awards. They can be attached to small tires, discs, coasters, etc.

The wheel barrow is an important tool, used to transport other tools, equipment needed for summer work. Our Cub scouts tonight have used their tools to wheel right into their next advancement. (Call boys and parents forward and present awards.)

As the Wheel Turns

Arrangement: Have a cardboard wheel mounted on a piece of heavy cardboard or plywood, so that it will spin. Divide the wheel into the different ranks of Cub Scouting and or awards to be presented. Attach a arrow to turn to mark the spot where specific awards are to be presented. Attach all awards to the wheel. Turn the wheel to meet the arrow when specific awards are to be presented.

Picnic Advancement Ceremony

(To be used at a picnic)

CM: We have several Cub Scouts to honor today for the hard work they have done since our last meeting. With the paper plates, we have Bobcats. (Call boys and parents forward. Pull Bobcat badge, attached to a paper plate from a picnic basket. Present awards and give congratulations.) (Present other badges in similar manner: Wolf badges on napkins; Bear badges on paper cups; Webelos badges and activity badges on plastic forks; arrow points on plastic spoons, etc.)

CM: You have seen all of the things that help make a picnic meal fun – except the food. These young men and their parents represent the thing that makes the pack grow and thrive. They are as important to a pack as food is to a picnic. Let's wish them well as they continue on their trail to Boy Scouting.

CLOSING CEREMONIES

Closing Ceremony

S - is for summer, which is already here

U - is for Us boys who need scouting all year.

M - is for the many outings which Cub Scouting does bring

M - is for more fun, cause that's our thing

E - is for every parent who does their share

R - is for a roaring summer program you've planned cause you cared.

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



One Small Boy

From the sky we take some blue,
Sprinkle with sunlight's golden hue,
Gently stir with loving care,
Add one boy with tousled hair.
Dress him in our blue and gold,
A better citizen we will mold.
With a law and a promise and a bobcat pin,
His adventure in Scouting will begin.
The trail is long but filled with fun,
To be enjoyed by everyone.
Let his motto guide us well;
"Do your Best", for who can tell?
This boy we've dressed in blue and gold,
May lead our nation when we are old.
So, guide him wisely so he'll believe,
It's right to build, to serve, to achieve.



It's Up to You

Personnel: 5 Cub Scouts

Cub 1: God gave you this day
To do just what you would,
You can throw it away;
Or do some good,
Cub 2: You can make someone happy;
Or make someone sad.
What have you done
With the day that you had?
Cub 3: God gave it to you
To do just as you would,
You can do what is wrong;
Or do what is good.
Cub 4: You can hand out a smile;
Or just give them a frown,
You can lift someone up;
Or just put them down.
Cub 5: What did you do
With your beautiful day?
God gave it to you;
Did you throw it away?

Outdoor Code Closing

Leader: As a citizen of the United States, I will do my best to be clean in my outdoor manners.
Pack: I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep trash and garbage out of my country's waters, fields, woods, and roadways.
Leader: Be careful with fire.
Pack: I will prevent wildfire. I will build my fire in a safe place and be sure it is out before I leave.
Leader: Be considerate in the outdoors.
Pack: I will treat public and private property with respect. I will remember that use of the outdoors is a privilege I can lose by abuse.
Leader: Be conservation minded.
Pack: I will learn how to practice good conservation of soil, water, forests, minerals, grasslands, and wilderness, and I will urge others to do the same. I will use sportsmanlike methods in my outdoor activities.



Wheel Out of Here

Boys line up with a tire to be rolled from one boy to the next and at the end, all walk off as a group.

1. We've wheeled around all evening.
2. But not turning in circles.
3. But piloting our future.
- 4: Now, our meeting has circled to a close.
- 5: It's now time to turn home.
6. and not it's time to roll out of here and say goodnight.

“Set Your Course” - Closing

Arrangements: 9 Cub Scouts each hold one letter of the word CHARACTER.

- C.S. #1: When you hike with a compass, you stay on course; otherwise you may get lost. There is another kind of course that is even more important than that.
- C.S. #2: That is the character course.
- C.S. #3: Your characters are being formed right now.
- C.S. #4: By what you do and by what you don't do.
- C.S. #5: Many of your actions will be influenced by others.
- C.S. #6: Try to set your own course.
- C.S. #7: Make up your mind that you will live always by the Cub Scout Law.
- C.S. #8: Then follow through with it.
- C.S. #9: Go to the top of Character Hill.

CLOSING THOUGHTS

Wheels are a mode of transportation that can take you any direction. Good or bad. It's up to you to determine the right direction.

Wheels go round and round. They have the capability of taking us many places. They just need to know where to go. Cub Scouting provided that direction.

Wheel of Life – what you give in life has a tendency to go round and round. What you give is what you get. Remember what goes around comes around. The Cub Scout motto is “Do your best.” By doing your best – you get the best back.

