

WEBELOS SCOUTS



WEBELOS SCOUT INDEX

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AQUANAUT

(Physical Skills Group)



As a general rule, every boy likes water as long as it isn't in a tub. This pin should be used to get a boy well grounded in the basic water safety procedures. Those "learn to swim" programs sponsored by the YMCA, and City recreation departments can be handled on a den basis if proper arrangements are made with the parents and the person doing the instructing.

One of the things that should always be used with any water activity is the *Safe Swim Defense Plan*. There are eight factors involved.

QUALIFIED SUPERVISION

A responsible adult in complete charge. If he has not had water-safety training, he must have assistants who are trained. If you need to know how to get trained contact your district Health and Safety Chairman.

PHYSICAL FITNESS

Every boy should have a physical examination each year.

SAFE AREA

Marked off swimming area. Not more than 3 1/2 feet deep for non-swimmers, shallow water to just overhead depth for beginning swimmers; and water not over 12 feet for swimmers. The total swimming area should be checked out for any dangerous objects hidden in the water (glass, cans, deep spots in shallow areas, rocks in diving areas, etc..).

LIFEGUARD ON DUTY

Two who are capable swimmers stationed ashore with life line (such as 100 feet of #5 sash cord).

LOOKOUT

Someone who can see all swimmers from shore.

ABILITY GROUPS

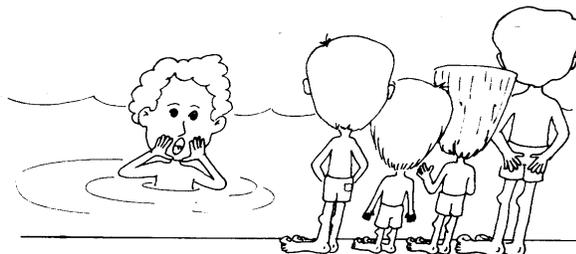
Divide Webelos Scouts into non-swimmers, beginners, and swimmers and make sure each group stays in its area.

BUDDY PLAN

Pair every boy with a buddy in his own ability group. Make sure each buddy understands that he is to be on constant lookout for his buddy and vice-versa, and that they are to stay near each other at all times. Buddies join and raise hands together every time they hear the call "buddies". They check in and out of the water together.

DISCIPLINE

Be strict but fair. Play no favorites. All Scouts and parents must understand the need for obedience to the instructions of swim leaders.



AQUANAUT

(Physical Skills Group)

DEN ACTIVITIES

- * Make a simple buddy board and have buddy tags for all the boys and insist that they are used each time they go swimming. **Each boy is responsible for his buddy.**
- * **Take your den swimming and classify the boys according to swimming ability.** See how many can pass the 100 foot requirement.
- * 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 fins and show them the difference in speed with and without them. Have the boys practice setting in the water with the masks and learning how to breathe. Next, the boy can try the snorkel, in shallow water (learning to breathe) before venturing out where the water is deep.
- * Have the boys learn the basic safe rescue methods as illustrated by the words " REACH, THROW, ROW, GO, TOW." Have them practice a reaching rescue with a shirt, pole, or by throwing a rope, ring buoy or other lifeline. If a rowboat is available have boat safety methods and rowing techniques demonstrated. Give the boys a chance to practice these methods. Explain how to set up a safe swim area and then have the boys set one up. Have someone come and speak to the boys about "How to Help Yourself in an Emergency".

GAMES

The three basic rules: DON'T PANIC, THINK, SAVE YOUR STRENGTH. Tell what to do for cramps, currents, undertows, weeds; how to disrobe in the water, using clothing for floatation, and use survival floating techniques. The following are some good beginner games.

1. Catching a ball in shallow water
2. Passing water ball while standing in water
3. Tunnel ball-passing a ball back and between the legs
4. Cat and Mouse- cat outside circle, mouse inside
5. Spoon and Ping-Pong ball relay
6. Kick board race for 10 to 25 yards
7. Relay race in shallow water, running and gliding on stomach



Have a swimming spell down for the swimmers. Leader calls out a stunt. Swimmers performing it remain in the game- others are eliminated as in a spelling match.

1. Swim with one arm out of water (side stroke)
2. Swim on the back with both arms out.
3. Steamboat (arms forward and feet do crawl kick)
4. Duck dive (Surface dive)
5. Log roll (arms and feet extended, roll the body)
6. Front somersault
7. Pendulum float
 - Study about the water pollutants in the lakes and rivers in your area and their affects on the uses of water for consumption and recreation.

AQUANAUT

(Physical Skills Group)

GAMES Continued

PENNY HUNT

Needed: At least five pennies for each Scout

1. Scatter the pennies in shallow water and have the Scouts line up on the edge of the pool.
2. On signal, boys jump into the water, duck under and pick up one penny at a time.
3. Each player or den has some home base where he can put the retrieved pennies. Each brings the pennies to his home base and then returns to find another one. The winner is the one with the most pennies.

PADDLE WHEEL CONTEST

Needed: Foam kick board for every two boys playing game

This is a game played in waist-deep water and the boys don't have to be strong swimmers to compete. You will need a foam kick board. Each pair of boys grasp either end of the same board. On signal, both boys start kicking, trying to force his opponent backwards.

H2O IMMUNITY

This is a tag game that emphasizes listening skills

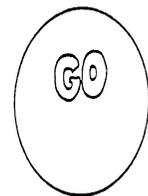
Needed: Swimming pool

This game should be played in the shallow end of the pool. One player is selected as it. It may tag any player not immune. The game director calls out a certain part of the body which must be out of the water to maintain immunity. When a player is immune he may not be tagged.

He may for example call out: Right hand out/ one foot out/ put your head under water and count to five/ put both feet out. If a player is tagged who is not immune, he becomes it



SOME RULES FOR SAFETY



If the victim is within reach - extend a pole or sturdy stick for him to grab and pull him to safety, or use any other object that is handy and long enough.

Tie rope to inner tube. Throw tube as a wheel rolls - loop end of rope around your wrist. allow rest of rope to play out freely. Hold rope in one hand- allow plenty of slack. Throw inner tube over and beyond victim and pull him to safety.

When victim is further out, use a boat to save him. In a rowboat, approach him stern first. In a canoe, pull up so he can grasp its side. Kneel in canoe.

If the first three steps can't be used as a **LAST RESORT** swim to the victim. Do not attempt a rescue beyond your swimming ability. **Get Help quickly**

Kick off your shoes- disrobe quickly, keeping your eyes on the victim at all times. Jump, don't dive into water. Carry your shirt or a towel in your teeth. Keep your eyes on victim. Flip shirt or towel to victim. Tow him to shore with it. If you haven't either, approach victim from rear-

AQUANAUT

(Physical Skills Group)

SAFETY IN THE BUDDY SYSTEM

Buddy Plan: Pair every boy with a buddy in his own ability group. Make sure each buddy understands that he is to be on constant look out for his buddy and vice-versa, and that they are to stay near each other at all times. Buddies join and raise hands together every time they hear the call, "Buddies".

Buddy Tags: Cut two inch circles from light wood or plastic. Drill a hole in the center for hanging. Write Webelos Scout's name on circle with water proof ink. If desired, use stripes to indicate skill - red for non swimmer, blue for beginner, green for swimmer. Add stripes as the boy improves skill level.

Make a Buddy Board to keep boys responsible for each other.

Materials Needed: One board 3/4" pine, pressed board or plywood. Size 41" x 16 1/2"
 Wood or plastic cut into 2" circles with holes drilled in circles centers
 24 L-Hook screws 1/2" long. Big enough for holes drilled in circles centers
 Sweat wrist bands. Colors red, blue and green

Have enough circles and sweat bands for the boys in your den for their skill levels

All the circles will be in the "IN" position until the boys enter the water. When the boys enter the water, they will take the circle in their skill level and place it in the "OUT" position below, and put on the sweat wrist band of their skill level color. Have the boys keep the bands on until they are ready to leave the swimming area, dress and leave.

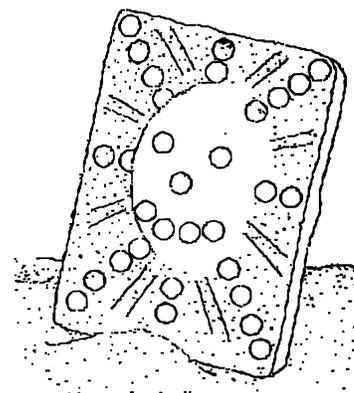
RED		BLUE		GREEN	
NON-SWIMMER		BEGINNER		SWIMMER	
IN ○	IN ○	IN ○	IN ○	IN ○	IN ○
		(Use this area for more hooks) (CIRCLES)			
OUT ○	OUT ○	OUT ○	OUT ○	OUT ○	OUT ○
		(Use this area for more hooks) (WRIST SWEAT BANDS)			

NECKERCHIEF SLIDE

SAND CASTING

Materials: Small boxes
 Sand
 Plaster
 Curtain ring, pvc or plastic washers

Put the sand in the box and dampen it. decide on the design you want, keeping in mind that it should be fairly small. Press it into the sand. Add shells, stones or other "beach" materials for added interest. Make certain that the object is exposed so that the plaster will cling to it. Mix the plaster and fill the hole. Insert the ring in the plaster. Allow the plaster to set for 15 - 20 minutes. Then, lift your sand casting and gently brush away the excess from the face of the casting.



ARTIST

(Mental Skills Group)

The artist activity badge will not make every boy into a great artist. However, it will enable every boy to better understand how the artist works as well as what he is trying to express. The boy will learn that for some people art is a vocation, from which they earn a living, while for others it is a recreational activity, pursued as a hobby.

You do not have to be an artist to work on this badge with your boys. However, if there is a parent in the den who pursues art as a vocation or as a hobby, do invite them to visit the den and share their artistic talent with the den.

As they work on this activity badge the Webelos Scouts will learn to differentiate between colors, tints and shades. Hopefully they will develop more of an appreciation of design and color in nature as they learn about them as elements of art. The boys may develop their creativity as they practice design and work on sculpting, constructions, mobiles and other creations

WHAT ABOUT WATERCOLORS?

Plain white sketching pad type paper is great for watercolors. One of the secrets to painting with watercolors is that you want some of the white of the paper to show through. Sky scenes and sea scenes are especially effective in this medium. If you use a heavy enough bond of paper - soak the paper overnight before painting the scene and the sky or ocean will be very realistic. Details may be added with a dry brush after the painting has dried.

WHAT ABOUT CRAYONS?

Crayons give different moods whether they are applied in a heavy coat or very light rubbing. Using crayons with a heavy coat is great for cartoon characters. Crayons when applied lightly allow the texture of the paper to show (irritating when it happens to be a watermark on the paper). The texture is also revealed if you do a crayon rubbing (place various textures under your paper and rub lightly with a crayon or the flat side of a soft graphite pencil). Crayons are neater because pencil lead ends up on your hands. One trick is to find materials with different textures, cut them into shapes, glue them on a piece of heavy cardboard. Let this base dry. Then you can make the same picture over and over again by placing a piece of paper on top of the base and rubbing with a crayon. Dark colors work best.

DEN ACTIVITIES

Idea 1 Glue cotton swabs onto a piece of black or dark colored poster board, making a design.

Idea 2 Draw a curved line on a piece of paper. Hand this paper to another Cub Scout. They are to draw a design beginning with your line

Idea 3  Using crayons make a plaid (tartan design) with various colors and bands of color different widths. You will need a ruler and or protractor in order to make sure the lines are straight and at 90 degrees to each other.

Idea 4 Use lines to create a quilt pattern



Idea 5 Do a paper weaving to make a place mat for the Blue and Gold Banquet.

Idea 6  Dip a string in tempera or acrylic paint. Place it on one half of the paper curled around. Fold the paper over the string and the design will be doubled (Symmetry)

ARTIST

(Mental Skills Group)

HOW TO MAKE MARBLEIZED END PAPERS



Fill a dishpan with water, Float some vegetable oil on top of the water. Drop paint or food coloring onto the oil and stir the drops gently on top of the water. Don't mix them with the water.



Set your precut end papers, one at a time, on the surface of the water. Don't submerge them. Let the color soak through the paper. Swirl the paper around, if necessary. Lift up the end papers and dry them on newspaper.



Press the dried end papers between pages of a big book like a dictionary to flatten them. Trim the edges so they are straight. Now your end papers are ready to be glued in your book. Marbleized end papers are found in many old fashion books with leather bindings. They are part of traditional bookmaking.

ALTERNATIVE METHOD

Materials: 2 colors of oil paint (you can buy small tubes of oil paint at art shops)
Turpentine
Big bowl
Plate
Knife



Put blobs of the paint on a plate. Mix a few drops of turpentine into it with a knife to make it runny.



Pour a little water into the bowl. The bowl must be at least as big as your paper.



Shake the paint from the knife onto the water and swirl it around.



Gently lay your paper on top of the water, then carefully lift off again. Leave the paper to dry.

Clean the plate, knife and bowl with turpentine, then wash them in hot soapy water.

ARTIST

(Mental Skills Group)

COLOR CHART FOR BLENDING COLORS

Desired Color	Drops of food coloring			
	RED	YELLOW	GREEN	BLUE
ORANGE	1	3		
CORAL	3	1		
LIME GREEN		3	1	
CHARTREUSE		12	1	
AQUA			2	4
TURQUOISE			1	3
ORCHID	5			1
PURPLE	3			1
VIOLET	1			2
TOAST	3	4	1	



Paint a design on two mirrors. then glue trim around outside edge to hold together. Do not put glue on the back of mirror.

Use graphite on front of mirror and design for transfer



SOAP DISHES

Materials: *Air Drying clay
Rolling pin
Toothpicks
Plastic Knives*



Roll out the clay to a thickness if 1/4". Trace an outline of your hand onto the clay and cut out the shape. If you like, press the center with a textured object or draw design. Poke small drainage holes through the center with a toothpick. Bend the clay to shape dish, prop and let dry. Finish with two coats of waterproof paint

DEN GAMES

PICTURE CHARADES

Equipment: *Paper or chalk board
Markers, chalk or crayons
1 minute timer
list of words and sayings*

Divide into two teams. The first team selects a member to draw. The artist is given a word or saying to draw. His team mates must guess it before one minute is up. Clues may not be given by talking or gesturing. No letters or numbers may be used. If the first team cannot guess the word, then the second team has 30 seconds to guess. Teams alternate turns



VAN GOGH

Materials: *Pencil
Paper*

Each boy is given a paper and pencil and asked to draw a self portrait. Now, turn off the lights! Even the most stubborn "non artist" will find that his self portrait is as good as everyone else's.

ARTIST

(Mental Skills Group)

DEN GAMES continued

FIVE DOTS

Give one Webelos Scout a piece of paper and have him place five dots on it wherever he please. He should then give the paper to another Webelos Scout who tries to fit on it a drawing of a person with the head at one dot, the hands at two other dots, and the feet at the two remaining dots. Save the drawings for the monthly pack meeting den display area.

ADDITIONAL SUGGESTED DEN ACTIVITIES

- * Hold an "Art Can Be Fun" night
- * Attend an art exhibition or visit a museum
- * Invite artists to show the boys the proper techniques for different media
- * Visit a pottery studio
- * Contact an advertising company or graphic artist to share career opportunities
- * Find a painting the den likes and have them draw their own version
- * If a boy has trouble getting started, encourage him to focus on one detail: a face, bird etc.
- * Visit an architect
- * Invite an art instructor to come to your meeting
- * Let the boys study the color wheel and practice combining paints
- * Make mobiles

WIRE SCULPTURES

Use any kind of wire to make any kind of figure or shape. You'll also need wire cutters or heavy duty scissors and scraps of materials. If wood bases are desired, you'll need wood scraps for the bases. Begin with the largest part of the shape and then add the details, Bend and twist the wire to suit you.

You can add colors, details or a new texture with the addition of bits of other materials such as paper, cloth, wood, etc. Nail the sculpture to a wood base if desired. You can use any kind of wire: copper, aluminum or colored telephone wire.

(Telephone wire scraps are often available from the phone company. You strip off the outer covering to reveal a twisted mass of fine wires. Untwist the wires and the boys will have a great time with them.)

SKIT

THE ART CRITICS

CAST: The painter

Critics- any number

The stage is set with a painting on an easel. It is carefully covered with a drop cloth

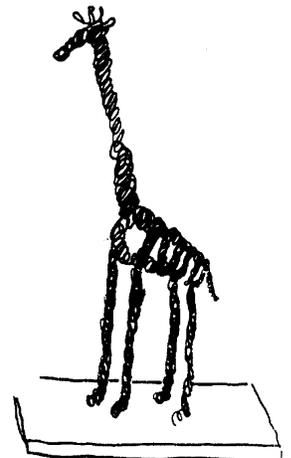
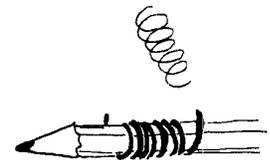
CRITIC 1: Oh my! have you seen this?

CRITIC 2: Look at the form

CRITIC 3: The use of color is magnificent!

CRITIC 4: The composition is so unique

As the critics go on, the painter comes in with a "Wet Paint" sign and hangs it on the wall. He then removes the drop cloth the critics have been admiring to show an ordinary painting



ATHLETE

(Physical Skills Group)



WEBELOS MINI OLYMPICS

Webelos Mini Olympics is a two month den program to help the boys earn the Aquanaut, Athlete, Fitness and Sportsman Activity Badges. This program is designed to help you, the den leader, organize a fun and effective program to assist your Webelos to earn the four physical skills Activity badges.

The **PRELIMINARY SECTION** is to start the boys early on the Physical Fitness Sports Pin. This is required for the Athlete Activity Badge and will probably take longer than two months to earn.

Week 1 - 4 is the "Training period where the boys participate in exercises and other activities to prepare them for the competition period that follows. It is also a time to learn about being healthy, taking care of your body, and good sportsmanship. Week 5- 8 is the "Competition" period. Team sports and other competitive activities will take place. Finally, make the Awards Ceremony a big event and incorporate it into the Pack meeting. The boys have worked hard and will be excited to finally see the results.

PRELIMINARY

One month before the Webelos Mini Olympics begin, have the boys start on the Physical Fitness Sports Pin. You can obtain the Physical Fitness Sports booklet at the Scoutfitter to get more ideas and details.

TRAINING- Week 1

Exercises - see below

Discussion- What it means to be physically healthy

Other Activities- Invite a doctor., Play a relay game

Working on these requirements:

ATHLETE #1, 3-8

FITNESS #5

Each week, start out with the following exercises and record their progress through out the program.

SIT- UPS
 PULL- UPS
 PUSH- UPS
 STANDING LONG JUMP
 VERTICAL JUMP
 50- YARD DASH

Invite a doctor to help discuss what it means to be physically healthy

Use some of the other Cub Scout sports options to fill in den meeting time during this program. It's fun to learn new sports and earn belt loops too!

TRAINING - Week 2

Exercises- same as week one

Discussion- How tobacco, drugs, and alcohol affect the body

Other Activities- Choose a Cub Scout sports activity

Working on these requirements

ATHLETE #3-8

FITNESS #1,2,4,5

Discuss with the boys the effects of tobacco, drugs, and alcohol on the body. Use "Drugs A Deadly Game" (A booklet available at the Scout Office) as a reference guide. You could also coincide this with "Red Ribbon week within your local school district). You might consider using other materials such as videos or inviting someone more qualified to discuss this subject (doctor, policeman, EMT, etc.).

ATHLETE

(Physical Skills Group)

TRAINING- Week 3

Exercises- Same as week 1
 Discussion- Importance of a balanced diet
 Other Activities- Teach water rescue methods

Working on these requirements

AQUANAUT #5
ATHLETE #3-8
FITNESS #3, 5

Make learning about a balanced diet FUN! Use a Banana Split.
 Talk about the food groups while you dish it up.

MILK/DAIRY GROUP

Ice Cream
 Whipped Cream
 Hot Fudge

MEAT/PROTEIN

Nuts

BREAD/CEREAL GROUP

Cookie

FRUIT/VEG. GROUP

Bananas
 Cherries
 Strawberries
 Pineapple
 Other fruit toppings



Teach the water rescue methods: REACH, THROW, AND GO

TRAINING- Week 4

Exercises- Same as week 1
 Discussion- Good Sportsmanship
 Other Activities- Learn Sports Official's Signals

Working on these requirements:

ATHLETE #3-8
FITNESS #5
SPORTSMAN #1-2

Discuss good sportsmanship with the boys. Use role playing to help them understand by practicing good sportsmanship.

VIDEO SPORTS SIGNALS QUIZ

Record several different ball games from the TV, then dub just the official signals into another video tape. Play this and see if the boys can identify the signals on the video.

TRAINING-Week 5

Exercises- Same as week 1
 Competition- Select a team sport from the Cub Scout Sports program. Split into teams and have fun!

Working on these requirements

ATHLETE #3-8
FITNESS #5
SPORTSMAN #4

Spend the entire den meeting playing a team sport to help the boys earn a Cub Scout Sport Belt Loop. All you need to do is keep score and they've earned it. Some suggestions: ultimate, basketball, marbles, etc.

ATHLETE

(Physical Skills Group)

TRAINING- Week 6

Exercises- Same as week 1
Competition- Swimming races
Other Activities- Pass off other Aquanaut requirements

Working on these requirements

*AQUANAUT #1-3, 7
ATHLETE #3-8
FITNESS #5
SPORTSMAN #3*



At a pool, do these activities:
Surface dive and swim two strokes underwater
Float on your back for one minute
Swimming Race- 100 feet
50 feet- elementary backstroke
50 feet - any other stroke
Work on other Aquanaut requirements or play
Aquatic games (SEE AQUANAUTS SECTION)

The race is the swimming competition so the boys can earn the Swimming Belt loop.

TRAINING- Week 7

Exercises- Same as week 1
Competition- Select a different team sport than week 5 from the Cub Scout Sports program
Choose teams and have fun!

Working on these requirements:

*ATHLETE #3-8
FITNESS #5
SPORTSMAN #4*

Spend the entire den meeting playing a team sport to help the boys earn a Cub Scout Sports Belt Loop.

TRAINING- Week 8

Competition- See who can do the most exercise including the 800 yard Run/Walk
Other Activities- Build a fun obstacle course and time the boys

Working on these requirements:

*ATHLETE #3-9
FITNESS #5
SPORTSMAN #3*

After seven weeks of the Athlete exercise, have a competition to see who can do the most in each category. Include the 800 walk/run in this competition. Create a challenging obstacle course as the final event. Make it lots of fun and have the boys cheer each other on. These contest are conducted so the boys can earn the Physical Fitness belt loop.

AWARDS

The award ceremony is the climax of this two month program. It should be as fun as the activities. Make or borrow a three level stand for presenting the awards and medals. Hang a big American flag behind the stand. Have it during a pack meeting so as many people as possible will be able to see what the boys accomplished.

ATHLETE

(Physical Skills Group)

GAMES

ROOSTER FIGHT

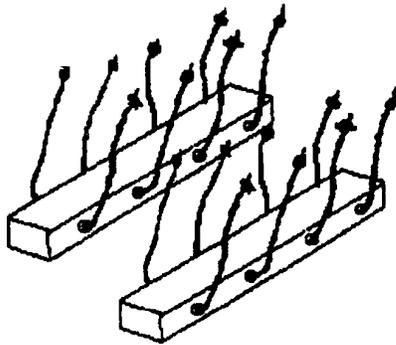
Boys grasp one ankle, hopping on the other foot inside a circle. By bumping shoulders opponents try to cause each other to lose their balance or step out of the circle.

GORILLA RELAY RACE

Boys line up for the race. In turn, each boy spreads his feet shoulder width, then bends down and grasps his ankles. He then races forward, keeping knees extended and legs straight out.

WHEELBARROW RACE

Teams of two. One boy lays on the ground. His partner takes his feet. The first boy is the wheelbarrow. He walks on his hands while his partner holds his feet, and they race other teams to the finish line.



SHUTTLES

Needed:

Four 6' - 8' boards (i.e. 2x4's or 4x4')

Several feet of sturdy rope

1. Have the boys construct two pairs of shuttles. Using 2x4's drill four evenly spaced holes through the boards. Holes should be just a little larger than diameter of the rope. Push two pieces of rope, three feet long, through each hole and then tie large knots so ropes won't pull through. Tie gripping knots in the loose ends of the ropes. When using 4x 4's drill four evenly spaced holes through the board. Push one piece of rope, six feet long, through each hole. Tie gripping knots in loose ends.
2. Sets of boys stand on board pairs, one foot on each board, and grab ropes. Use as many boys as you have ropes. Boys stand directly over or just behind holes.
3. When both shuttles are ready, and on signal, each set lifts and steps one shuttle at a time toward end line. It may take a few tries for the boys to learn the trick of synchronizing their steps.
4. Keep even-sized teams. Try leaders against boys, The more weight makes it just as hard for the leaders.

CITIZEN

(Community Group)

DEN MEETING IDEA

Learning how our government works today can be very boring to Webelos. "Solebew" is a backwards method to this subject. In fact, "Solebew" is Webelos spelled backwards. The following Citizen requirements are listed as to the objectives "Solebew" intends to cover:

- * Tell why we have laws.
- * Tell three things that the US. Government does to help you or your family.
- * Tell why we have a government.
- * List six ways in which our country helps or works with other nations.

FIRST DEN MEETING

Tell your Webelos that a chain of islands has just been discovered near Hawaii. You and your Webelos have been asked to settle these islands and form a new government. Each Webelos will establish his own city within his own territory.

You bring out a map of these islands and let each boy pick out his own territory. (This is a perfect time to introduce the Webelos to contour lines.)

Send home with each of your Webelos, an 18" by 18" white linen material and some heavy wire. The material is for making their territorial flag (felt pens work very well). The wire is for making their branding iron.

Each Webelos should also have a list of the following types of government:

- * MONARCHY
- * DICTATORSHIP
- * DEMOCRACY



They should return the following meeting with the definitions of each of these.

SECOND DEN MEETING

Have the Webelos put their flags on display when they first arrive (a clothesline across the room does fine).

Discuss with your Webelos the types of government they want for "Solebew." I always try to sell them on the idea of a dictatorship, but so far I have not had any supporters.

Voting is a fun part. You might suggest that only people who drive Ford pickups can vote. If they don't agree with that, how about only white males who own property can vote?--No. Okay, how about men only can vote? If not, what about any adult regardless of sex, race or religion?

After your Webelos have decided who gets to vote, then they need to decide, will it be an open or closed ballot? You have just established your first two laws.

Now, It's time for the Webelos to vote for two (2) flags (open or closed voting?--check your law). Each Webelos will usually vote for his flag first and another one second. Tally the votes and the winning flag just determined the location of your capitol.



Each Webelos will mark his territory on the map with his brand emblem. (Felt pens on Avery circle tags works great; the circles can than be removed if you want later on) Save the branding irons for the Third Meeting.

CITIZEN

(Community Group)

DEN MEETING IDEA Continued

THIRD DEN MEETING

Being boys, the Webelos are going to get hungry. So, we're going to talk about what foods are growing on our islands--coconuts and sugar cane. Will anything else grow there? If we had an Agricultural Department, they could research the area and find out for us what other foods we could grow there.

Since our islands have no animals, we might want to make an arrangement with the US Government to bring in some McDonald's hamburgers. If we're trading with other countries, perhaps we'll need to establish a foreign policy.

We'll need a Commerce Department to work out the transportation of our sugar cane and coconuts. Maybe we could trade with Japan for some Toyota trucks?

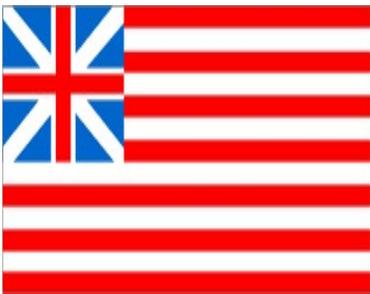
We can't trade coconuts for trucks, so we'll need a monetary system. We'll call that the Treasury Department. Our currency is called "rallod" (which is "dollar" spelled backwards). A tax system is necessary in order to pay the salaries of all the employees working in these various departments. The exciting time has come when the Webelos will use their branding iron to brand a leather pouch, their wooden notebooks and any other items they would like.



CLOSING THOUGHT

When George Washington, Thomas Jefferson, Benjamin Franklin, James Monroe and the others were establishing our government, do you think they had to go through the same processes that you had done?

GAME or ACTIVITY



In the Webelos handbook, under the Citizen activity pin, there are five historical flags: The Red Ensign Flag, The Grand Union Flag, Old Glory, The Star Spangled Banner, and the Flag of today. To help the boys learn about the history of our flag, use the following activity.

First make small replicas of these five flags out of construction paper. Make the background of the flags separate from the fields so the flag parts can be mixed and matched. Next, write two index cards for each flag. One card should have the flag name and the other, the time period the flag flew.

Place all the cards and flag pieces in a pile in the center of a table around which the boys are seated. The first boy takes a flag background piece. The second boy must add the proper field, the third boy finds the flag name, and the fourth boy finds the time period information. Play continues around the table until all flags are completed.

The leader can use a stop watch to see how fast the group can correctly construct the flags and compile the correct information. The group can then work on beating their best time.

The game could be made more competitive by having the boys work on their own best time. Another variation requires two sets of flags: with the boys working in teams, the leader could call out the flag name or other historical information while the teams construct the flags. The boys might enjoy coming up with their own variations.

CITIZEN

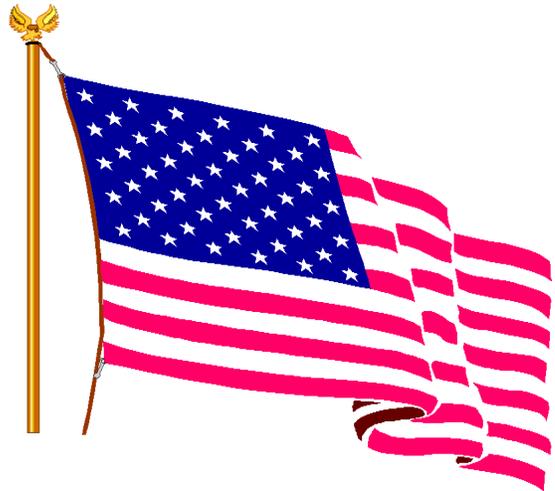
(Community Group)

GAME or ACTIVITY Continued

FLAG QUIZ

Early flags were square and usually made of silk, cotton or wool. Today's flags are usually made of lightweight materials so they will fly in the breeze. Each part of the flag has a special name. The canton is the upper left corner of the flag nearest the staff or pole. The field is the background color of the flag and is blue on the United States flag. A flag is hoisted to the top of it's staff with a rope or halyard.

1. How many red stripes are on the US flag?
2. How many white stripes?
3. How many stripes in all?
4. What color is the field of the US flag?
5. What color are the stars?
6. The upper left corner of the flag is called what?
7. Another name for pole is?
8. Another name for rope is?



STATES and STRIPES

The stripes on the United States flag represent the thirteen original colonies. Unscramble the letters to find the names of the thirteen colonies that also became the first states.

RIGNIAVI
 REWEYENIS
 REOWYNK
 LEAWERDA
 SATESHAMSUCST
 ORAGEIG
 YARDMALN
 DEHORDINALS
 NICUTOCTENC
 HOTUSLOACNARI
 SENLAPVINANY
 WHEMPREAH SIN

Virginia
 New Jersey
 New York
 Delaware
 Massachusetts
 Georgia
 Maryland
 Rhode Island
 Connecticut
 North Carolina
 Pennsylvania
 New Hampshire

TIE SLIDE

FLAG HEART

Materials needed: *1/2" of 1/2" pvc pipe for each boy*
1 small wooden heart
White Styrofoam meat trays
Exacto knife
Blue and Red acrylic paint
Hot glue gun and glue sticks

Draw a vertical line down the center front of the heart. Paint one half red and the other blue. Cut out a star shape from the Styrofoam tray. Attach the star to the front of the heart and the pvc piece to the back with hot glue.

CITIZEN
(Community Group)

SKIT

I AM YOUR FLAG

*Bill Nelson, Pk 878
Grand Canyon Council
Phx, Arizona*

Have flag in the center of the room. Have a spotlight or several flashlights directed at the flag. Have boys lined up just outside the lighted area, stepping into the spotlight just long enough to read their part.

I am the symbol of the living America, the badge of it's greatness, the emblem of it's destiny.

I am faith. It is I who keep men mindful of their priceless heritage, life, liberty, and the right to pursue happiness.

I am hope. I represent the land of promise wherein, already, man's loftiest dreams have approached closer to realization than ever before on this earth.

I am life. Each strand and fiber of my being is a memorial, dedicated to the sacrifices of all those strong men and steadfast women who have lived and died in the nation's service, that it might live forever.

I am tolerance. So long as I shall wave, all people under my protection may freely worship, think, write, and speak, undaunted by the shadow of fear.

I am justice tempered with mercy. For I am friend to the oppressed and downtrodden of every land.

I am a sign of the future. I wave over schools throughout the nation and in them the nation's future is molded.

I am the flag of the United States...the last...the best hope for peace on earth.

CITIZEN RESOURCES
Service Project Areas, Field Trips

- | | | |
|--------------------------|-----------------------|--------------------------------|
| * Local Library | * Post Office | * City Hall |
| * Fire Department | * State Capitol Bldg. | * Peace Corp. |
| * Job Corp. | * Local Court | * Local Police Department |
| * City Council Meeting | * Red Cross | * Highway Patrol |
| * Salvation Army | * Job Service | * Deaf & Blind Schools |
| * Hospitals | * Senators | * Immigration & Naturalization |
| * Veterans Organizations | * Representatives | * Military Facilities |
| * YMCA | | |

CITIZEN
(Community Group)

THINGS THE UNITED STATES GOVERNMENT DOES TO HELP US:

- * Provides a common defense
- * Provides protection against unlawful entering the country
- * Provides old age security
- * Provides an election process to elect national leadership
- * Provides laws to govern
- * Provides national security

THINGS THE STATE AND LOCAL GOVERNMENT DO TO HELP US:

- * Provide public schools
- * Provide public roads
- * Provide public health services
- * Provide a judicial system
- * Provide a zoning system
- * Provide an election process to elect state/local leadership
- * Provide a planning system

THINGS THAT YOU DO FOR YOUR GOVERNMENT:

- * Pay taxes
- * Vote
- * Sit on jury
- * Serve in public office

THE REASON WE HAVE GOVERNMENT:

- * To provide an orderly system of living together, where we do not infringe on each other's rights

WAYS THAT YOUR FAMILY HELPS PAY FOR GOVERNMENT:

- * Sales tax
- * Property tax
- * Fines
- * Income tax
- * License fees
- * Gasoline tax

WAYS THAT OUR COUNTRY WORKS WITH OTHER NATIONS

- * Membership in the United nations
- * An exchange of ambassadors and ministers
- * Membership in international organizations, such as Interpol
- * Extradition proceedings for criminals (returning law breakers to the country in which they broke the law)
- * Tariff laws (laws which control goods going out of and coming into a country)

ORGANIZATIONS IN OUR AREA THAT HELP PEOPLE:

- * United Way, Inc.
- * Neighbor for Neighbor
- * Boy Scouts of America
- * Salvation Army
- * Girl Scouts of America
- * Chamber of Commerce
- * Red Cross
- * Neighborhood watch
- * Meals on Wheels
- * Dial - A - Ride
- * Campfire, Inc.
- * YMCA and YWCA

A good citizen will do a good turn daily. He will keep himself physically fit. He will obey the law. He will be cheerful and courteous. He will above all, DO HIS BEST!

COMMUNICATOR

(Community Group)

We all learn to communicate at a very early age. We cry, we smile, we laugh, we frown, we use our entire body to communicate a thought, a feeling, or an idea. All these things and more make the communicator pin one of the most interesting to learn. Make a list of early ways people communicated with each other. Then make a list of ways we communicate with each other today. Below are some additional ways of communicating.

DIFFERENT TYPES OF COMMUNICATION

Have the boys write messages using the different ways of communicating suggested below:

Cryptopics

- | | |
|--|--|
| A-  | L-  lamp |
| E-  | M-  man |
| I- | N- nail |
| O-  | P-  pick |
| U-  | Q-  (like K) |
| B-  | R-  rose |
| C-  | S-  snail |
| D-  | T-  tie |
| F-  | V-  valentine |
| G-  | W-  water |
| H-  | X- X |
| J-  | Y-  you |
| K-  | Z-  zebra |

Hobo Signs

Use pictures to make up your own secret code.

- | | | | | | | | |
|---|--|---|---|---|---|---|---|
|  |  |  |  |  |  |  |  |
| Be quiet | In Out | Go! March On! | Very good | Doubtful | Very quiet | Dog | Bad dog |
|  |  |  |  |  |  | | |
| Spoiled | Nothing | Telephone | Trolley | You may camp here | Woman | | |
|  |  |  |  |  |  |  |  |
| Railroad | Jail | Judge | Officer | Gentleman | Doctor | Danger | Wealth |
|  |  |  |  |  |  | | |
| Be good (Religious) | Kindhearted Woman | If sick, will care for you | Safe camp | Be afraid | Don't give up, Don't be discouraged | | |

CREE ALPHABET

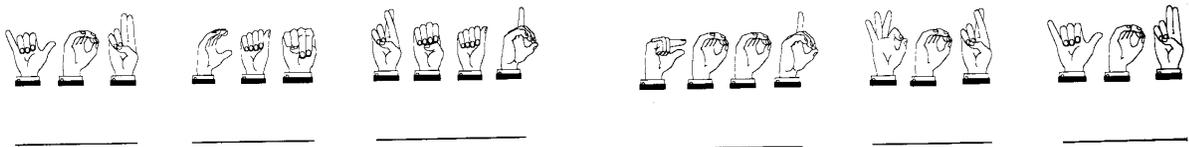
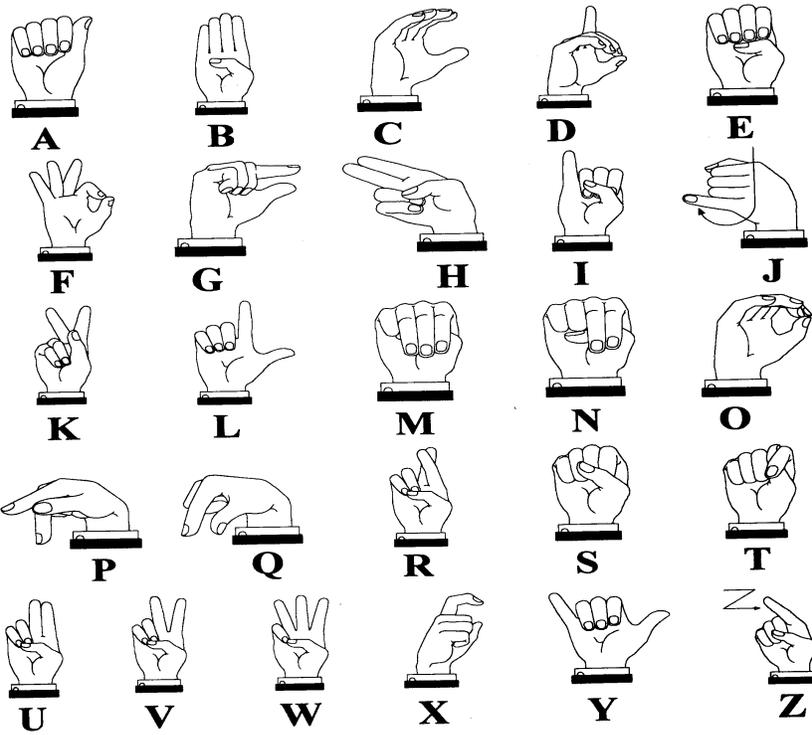
- | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
|  |  |  |  |  |  | > |  |  |  |  | | | |
| A | B | C | D | E | F | G | H | I | J | K | L | | |
|  |  |  |  |  |  |  |  |  |  |  |  |  | |
| M | N | O | P | q | R | S | T | v | v | W | X | Y | Z |
|  |  |  |  |  |  |  |  |  |  | | | | |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | | | | |

COMMUNICATOR

(Community Group)

SIGN LANGUAGE

The manual Alphabet or Signing is a means of communication used by people who have a hearing impairment. See if you can read what the hands are saying in our message below.



MORSE CODE

What does this say: ?

INTERNATIONAL MORSE CODE—LETTERS					
A	• —	J	• — — —	S	• • •
B	— • • •	K	— • —	T	— •
C	— • — •	L	— • • •	U	• • —
D	— • • •	M	— —	V	• • • —
E	•	N	— •	W	• — —
F	• • — •	O	— — —	X	— • • —
G	— • — •	P	• — — •	Y	— • — —
H	• • • •	Q	• — — —	Z	— — • •
I	• •	R	• — •		
NUMERALS					
1	• — — — —	6	— • • • •		
2	• • — — —	7	— — • • •		
3	• • • — —	8	— — — • •		
4	• • • • —	9	— — — — •		
5	• • • • •	0	— — — — —		

COMMUNICATOR

(Community Group)

PLANET SYMBOLS

Study the symbols for each planet. Read the sentence below. Write the name of the planet above each symbol.

Mercury	☿	Mars	♂	Uranus	♅
Venus	♀	Jupiter	♃	Neptune	♆
Earth	♁	Saturn	♄	Pluto	♇

- _____ is larger than all the other planets combined.
♃
- The rings of _____ are tiny chunks of rock and ice.
♄
- _____ is the only planet where we know life exists.
♁
- _____ is the planet closest to the sun.
☿
- _____ takes 165 Earth years to go around the sun once.
♆
- The planet _____ has thick clouds all around it.
♀
- Unmanned spacecraft have landed on _____ and _____.
♂ ♀
- Very little sunlight reaches _____.
♇
- In 1977 astronomers discovered rings around _____.
♅

COMMUNICATOR

(Community Group)

SUGGESTED DEN ACTIVITIES

- * Have a sign language teacher come and talk to the boys
- * Make arrangements to visit a community college sign language class
- * Visit a school for the deaf
- * Visit a military communication facility
- * Visit a telephone company, see how they handle phone calls for the deaf
- * Visit a company that communicates using computers
- * Visit a company that provides Internet service

CRAFTS

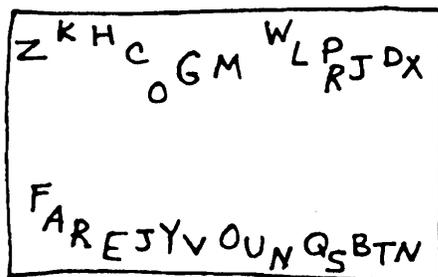
CRYPTO-MACHINE

Get two empty cardboard frozen juice cans just alike. Open both ends of both cans. Punch holes in cans with a paper punch in the exact same places in both cans.

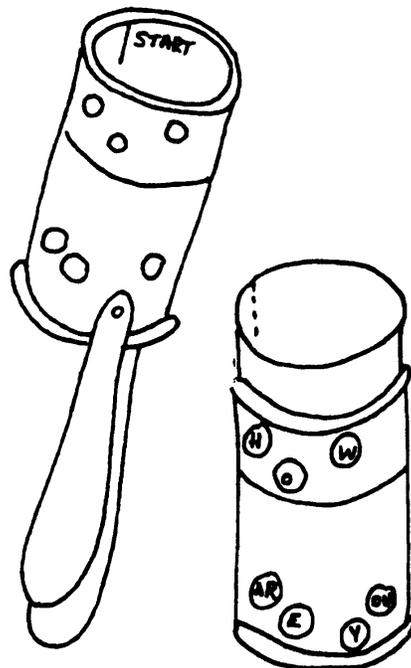
Put a piece of paper in one can making sure it fits exactly. Write a message through the holes. mark the paper and can with a starting place. Then mark the other can with the same starting place.

Take the paper out and fill in the spaces between the message with extra letters.

Give the second can to a friend and explain how to find the message. Then only you two know how to send messages by the crypto-machine.



(Secret Code)



COMMUNICATOR

(Community Group)

GAMES

MAGAZINE STORY TELLING

*Equipment: Magazines
Scissors
Glue
Paper*

Each player or team is given a set of materials. Within a given time - 10 or 15 minutes - the players must write a story using pictures and words cut from the magazine. These clippings are glued to the paper to form a book which can be read when the time is up. If desired, you can choose "winner" from the funniest, spiciest, most Scouting, ect. Or you can choose a theme before the game starts.

SONGS

COMMUNICATIONS ROUNDS

Tune: Are You Sleeping

Are you sleeping? Are you sleeping?
Billy Smith? Billy Smith
Telephone is ringing
Telephone is ringing
Answer it, Answer it.

Roll the presses, print the paper.
Read the news, read the news.
Delivery on schedule, Delivery on Schedule,
Worn out shoes, Worn out shoes.

See a movie, See a movie,
See a show. See a show
have a bag of popcorn
have a bag of popcorn
It helps you grow, It helps you grow.



CRAFTSMAN

(Technology Group)

The activities included in the Craftsman section of the Webelos book help the boys grasp a basic understanding of using hand tools while building something from scratch. As a Webelos den leader this leaves you with a lot of flexibility in helping the kids come up with ideas for **FUN** projects to build. The key word here is **FUN**. If the project is not fun the kids will not participate and you will likely never finish. and remember these kids are 4th and 5th graders and do not yet have the skill level or attention span necessary to build a work of art. They will require a lot of one on one attention during these activities. The best advise for you is to **BE PREPARED** for each den meeting and have a lot of help. If you decide to build these projects during the den meeting I suggest that you have everything set up and ready before the boys show up. Most project will take a minimum of 1 hour to complete. The Webelos Scout Helps set a side both November and December for the Craftsman activity badge. Your best friends during this time are the boys parents. Who can resist a trip down to the local hardware store to get just the right tool for the job. Remember also that these projects are just in time for Christmas.

There are a lot of suggestions in the Webelos book for easy to medium hard projects. Experience has shown that boys this age are very eager to start cutting, hammering and gluing but don't know how to use the tools properly. Most of these young men have never used a coping saw or hammer before. Begin by explaining how to safely use the tools that you will need to do the project. Next demonstrate on a scrap piece of wood or plastic how to properly use each one. You will be very surprised to see how hard it really is to use a coping saw, if not properly done. This demonstration will save you a lot of time later on when the boys begin cutting on their projects. Let each boy try it on the scrap wood.

TOOLS AND MATERIALS

There is a very good web page which is a tool dictionary along with photos for all sorts of hand tools and is located at www.position.co.il/WEBBUDDY/HTM/Han1aTool1.htm.

COPING SAW

If you don't already have a coping saw they can be obtained from many places. The prices also very depending on the quality and source. You can buy several different types of cheap saws at the various dollar stores. These saws resemble a small hack saw more than a coping saw but they work and you can afford one for each of the boys. Unfortunately, most of these cheap saws have a very fine blade which makes working with wood a little harder. The **PITCH** of the blade refers to the number of teeth per inch. Rules for selecting blade pitch are based on material hardness and thickness. Hard materials require blades with a fine pitch while soft materials use coarse pitch blades. There are a couple of good web sites to look at regarding working with saws. The first is titled "[Cutting Tools and Procedures](http://www.bae.ncsu.edu/courses/bae201/text/cutting/cut.html)" and can be found at www.bae.ncsu.edu/courses/bae201/text/cutting/cut.html. The other is a list of suggestions sent in by many different people about working with different tools and materials and gives short cuts and methods for using different tools. This site is sponsored by Highland Hardware in Atlanta, Georgia and can be found at www.highland-hardware.com/guestbook/guestbook3.html. Also don't forget to visit the Cole Hardware's page at www.colehardware.com/quikfrme/workshop/toolbox.htm for proper care of the tools in your toolbox.

HAMMERS

There are a lot of different hammers. It is best to use a standard 16 ounce claw hammer when working on these projects. The boys might find it interesting to see the different types of hammers and learn how they have been changed for different jobs. There is a web site in Chins, which contains a list with photos of various hammer types at www.sh.com/ie/hardware/hammer/hammer.htm. Popular Mechanics magazine has a great web page titled "[Hammer Basics](http://www.goodhousekeeping.com/pm/sweatequ/106hamfl.htm)" which covers the proper way to use a hammer. Along with a fully detailed description of each of the hammers elements. This page can be found at www.goodhousekeeping.com/pm/sweatequ/106hamfl.htm. There is also an interesting page on hammers used for horse shoeing located at www.horseshoes.com/magazine.heritage/hammer/hammercommand.htm.

SCREWDRIVERS

There are more types of screwdrivers than just about any other tool. It seems that you never can find the right screw driver when you need one. Popular Mechanics magazine has a web page that covers just about every thing you need to know about screwdrivers and their proper usage. This page is located at www.popularmechanics.com/popmech/sci/9612HITOM.html

CRAFTSMAN

(Technology Group)

TOOL AND MATERIALS Continued

WOOD

Wood is an important item in any of the projects. Select a wood that is right for the job. It is very easy to cut white or yellow pine but these woods are too soft for projects such as a cutting board, which needs a hard wood such as oak. Bass wood works very well for making small objects such as neckerchief slides and is a soft and easy wood to work with. It is also harder to find and costs a little more than standard white pine. A good source of wood for most projects is the scrap bin at Home Depot or Lowe's. These stores end up cutting wood for customers and having pieces left. They are generally marked down to just a few cents each. Scrap wood, generally 2x 4's, is thrown out for curb side pick up almost year round. Popular Mechanic has a web page on the selection of wood and usage located at www.popularmechanics.com/popmech/home/9511HISCM.html.

ADHESIVES

For most of your wood projects a simple wood glue or Elmer's white glue works best. The Popular Mechanics web page in the wood section covers how to apply adhesives.

PAINT

Paint is one very complicated subject. Your best bet for this subject is to utilize the professionals at you nearest hardware store such as Home Depot or Lowe's. These stores generally have a very knowledgeable person working in the paint department. There can be a lot of mistakes made by using the wrong paint for the project. This can include rubbing off on clothes or furniture, sticking to objects or not sticking or drying at all. Flex Bon Paints has a decent web page on how and what paints or stains to apply to different type of materials located at www.flexbon.com/specs.html. Lowe's maintains a group of "How To" web pages at www.lowes.com/noframes/howto/index.htm on various paint projects. Other resources for types of tools and materials are:

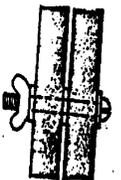
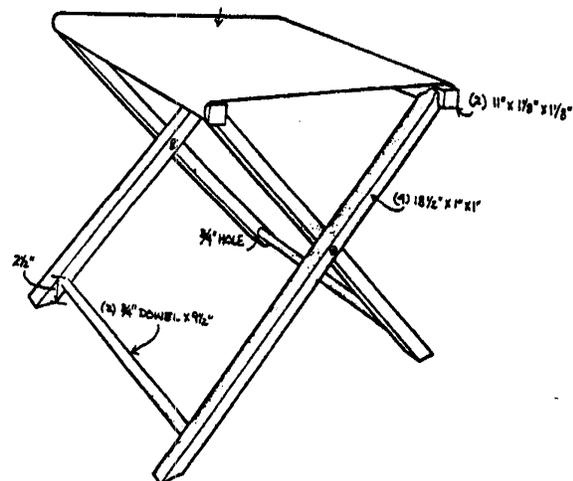
- Local hardware store
- Local library
- Boy Scout merit badge books

PROJECTS

CAMP STOOL

Materials: *Four 1" square 18 1/2" long legs*
Two 1 1/8" square 11" long top bars
Two lower cut rails from 3/4" dowel each 9 1/2" long
1/2 yard sturdy 11" wide material
Bolts
Nails
Hammer

Shape the upper ends of the legs as shown in the sketch so they'll fit into 5/8" holes bored in the top bars. The centers of the holes should be 7 5/8" apart in one bar and 9 5/8" apart in the other. The lower rails of the stool should be fitted into 3/4" cavities drilled 2 1/2" from the bottom of each leg. Join the two stool supports by boring a hole in the middle of each leg. Insert a bolt through each pair of crossed legs, with a washer on either side of the legs and another placed between them (see sketch), and secure the bolt with a wing nut. Finally, stretch 1/2 yard sturdy 11" wide material over the top of the stool and nail cloth securely to the underside of the bars.



CRAFTSMAN

(Technology Group)

PROJECTS

WHISTLE

Materials:

*One 1/4" wood dowel
One 5/8" wood dowel
White or Wood glue
Acrylic paint
White paper*

Tools:

Course sand paper
Fine sand paper
Coping saw
Drill
Paint brushes
Vise (optional)

Cost::

\$5.00

hobby

The dowels can be bought at Michael's, Home Depot, Lowe's, Garden Ridge or almost any shop. Fazzio's in Mesquite has some very good prices. Dowel prices range from 15 cents to one dollar. Sand paper can be bought at the above mentioned stores.

Number:

15

Time:

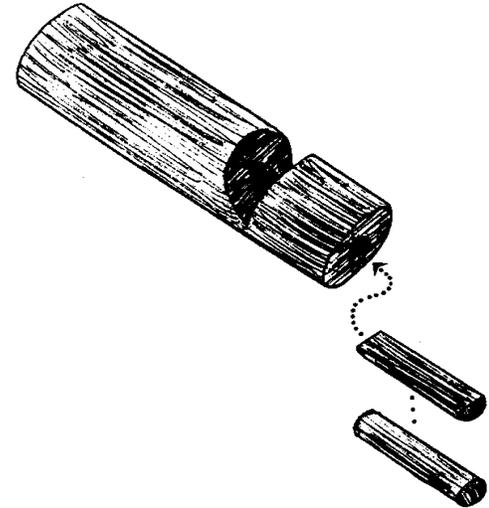
1 hour to make the whistle/ 1 hour to paint the whistle

Preparation:

Begin by cutting the 5/8" dowel into 2 pieces. Using a vise to hold the dowel, drill a 1/4" hole into the center of the dowel. This is the hardest part of the project and is a lot easier to do with a drill press. If you do not have a drill press or access to one, you can use a hand drill. The location of the hole should be as close to the center as possible. The hole must NOT go all the way through the dowel. One end of the hole must be closed. Once you have drilled all the pieces you can make a template out of paper or you can free hand the location for the boys to cut. There should be a line drawn 1/2" from the end of the dowel which goes 180 degrees (halfway) around the dowel. Move 3/8" further down the dowel towards the closed end and draw an arc connecting to each end of the first line. After drawn, the lines should look like a wedge. Next cut the 1/4" dowel into 1" long pieces.

Construction:

Set up two sanding stations. One with the course and the other with the fine sand paper. Also set up a sawing station. Having a vise makes this part of the project go much easier. This station needs to have full time supervision. Do not put out more than one coping saw at a time. The boys tend to try to invent new uses for this tool. Issue each boy one of each of the dowels. Select one boy for the cutting station and send the rest to the sanding station. Instruct the boys to sand half of the 1/4" dowel so that you have a flat side and a round side. The dowel should be sanded in half as close as possible. Have them start with the course sandpaper and finish with the fine. While the boys are off sanding you can assist the one boy in cutting the vertical cut down to the center of the dowel following your marks. Then cut the angled cut. This should leave a wedge cut out exposing half of the hole. After everybody has finished both tasks you can begin the task of tuning the whistle. This is done by placing the round side of the 1/4" dowel to the bottom of the whistle away from the notch. Insert it to the point where it is just visible in the notch. Have the boy blow into the whistle to check to see if it works. If not you can insert it just a small amount further into the whistle. This way you will not spread any germs. Use a pencil and mark the position of the 1/4" dowel. Remove it from the whistle and add a small amount of white or wood glue to the hole in the whistle and a little on the 1/4" dowel. Replace the 1/4" dowel in the whistle to the same point that you marked. Have the boy check the whistle again to make sure it still works. Have him hold it for about 10 minutes until the glue sets up. You then can put it back into the vise and saw the excess 1/4" dowel from the end. If you are well organized and have some help this project can be done for a den size of 8 to 10 boys in an hour. If you have enough time the boys can paint their whistle using acrylic paint, otherwise you can save that for the next meeting. Don't forget clean up. Never leave your tools dirty.



CRAFTSMAN

(Technology Group)

PROJECTS

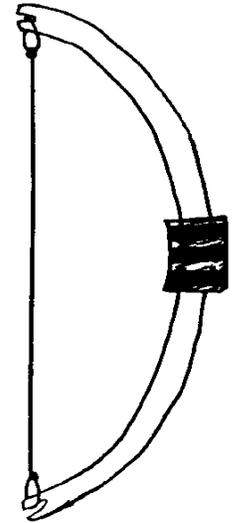
BOW

Materials: *Three 1/2" schedule 40 PVC pipes, 10' lengths*
1 strip of 1/2" pipe insulation
Black electrical tape
Roll of nylon cord

Tools: Coping Saw
 Scissors or Knife
 Pliers

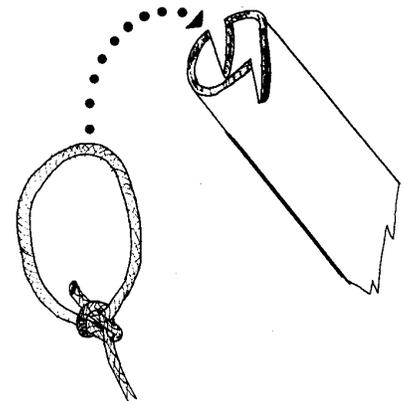
Cost: \$10.00

The PVC pipe is available at any hardware store and generally runs about 1 dollar per stick. At Home Depot they will cut it for you for free. Each stick makes 3 bows of about 3'4" each. The pipe insulation is the foam type which you wrap around outside water pipes. This is generally around 1 dollar, especially during the winter. It can be found in two sizes but you want the smaller 1/2" size. The nylon cord is very strong braided type and runs around 2 to 3 dollars a roll. Electrical tape is also around one dollar. You could also use duct tape.



Number: 12
Time: 1 1/2 hours

Preparation: Begin by cutting the PVC pipe into 3'4" sections. You can do this with a coping saw or you can use a hack saw. The hardware stores have a special cutting tool which is around 12 dollars. At Home Depot they will cut it for you for free. This makes getting the pipe home a lot easier if you do not have a pickup or van. Next cut the foam insulation into 4" sections. Cut the nylon cord into 4 foot lengths. It makes building the bow a lot easier if you use a lighter and whip the ends so that it does not unravel. Mark each end of the PVC so that you have about a 15 to 20 degree angle off set from the center such that you have a larger side and a smaller side. This angle should be the same on both ends and **MUST** line up. The drawing illustrates this angle. Set up a sawing station for cutting the PVC pipe. This is a lot easier if you use a vise. If a vise is not available then the boys can work as a team. One holding the PVC and the other cutting. Keep all the PVC pipes at this station. At the second station put all of the nylon cord. You will more than likely need a couple of adults at this station to help the boys tie their knots. The sawing station needs one adult.



Construction: Divide the group so that you have one or two boys at the sawing station and everybody else at the knot station. While you are helping the boys saw the notch into each end of the PVC the other adult leaders can be helping the boys tie their Bowline Knots in the nylon cord. The knots should be tied so that there is a loop of about 1" in diameter in each end. If you put a finger in each loop and measure the distance from finger to finger, the length should be about 32". When you string your bow the cord will stretch and become longer. You may have to adjust the length of the cord a time or two before you have the right length. The Bowline knot is covered in the *Webelos Scout Book on page 234 of the Outdoorsman activity section*. Do not cut the excess cord off until the bow has been strung. Stringing the bow is different than what is covered in the *Archery Belt Loop guide*. Before you string the bow slip foam insulation down the PVC until it is located in the center of the pipe. While two boys hold the pipe have one wrap a loop of electrical tape around the insulation. Place one loop at each end and one in the middle. Now you are ready to string the bow. This process requires much more power than the boys can produce. The easiest way to string it is to sit in a chair. Using your right leg tilt your knee to the right just a little. Slip one loop around the

CRAFTSMAN

(Technology Group)

PROJECTS

BOW continued

Construction: bottom of the bow and into the notch. Place the bottom of the bow just to the inside of your foot. Bring the middle of it across your leg to the outside of your knee. Pulling the top of the Bow towards the inside bending the bow. This part is a lot easier if you have some one else put the second loop over the end of the bow and into the notch. This will allow you to use both hands to bend the bow. Once the loop is in the notch slowly release the bow. At this time you will see the cord stretch a little. Check to see that the knots are still OK and have not slipped. Also check to make sure that the arch of the bow looks good. If the arch is not right you may have to lengthen or reduce the cord length. Once done you will have a fully functional bow.

SAFETY WARNING

This bow may not look strong but it has about the same capabilities as a regular 20 pound bow. Follow all the normal safety precautions as you would with any other bow. **NEVER** dry fire the bow without an arrow. The Archery Belt Loop guide explains all the safety rules regarding the use of bows and arrows. This book costs less than \$2.00 at the Scoutfitter or at Dad's and Lad's. It might be advisable if you obtain your Archery Certification from BSA before starting this project. You can call the Scout Office and speak with Ric Wilkins to find out when these courses are being offered and where. Be sure to cover all the safety rules with the boys before you start this project. There is an Archery range at Camp Wisdom and you can arrange with the ranger for it's use. A certified instructor must be present. The range already has bow and arrows. Do not bring your own. The ranger can provide further details. Contact your District Executive for the phone number. Other ranges are scattered around town. One range is located at East field College. This is an unsupervised range. BSA rules for certification still apply when working with Scouts.

ARROWS

Materials: *1/4" Wood dowel
Fun foam in assorted colors
Hot glue sticks
Sheet of high density foam 1' by 10" will do
Fine grit sand paper
Acrylic paint in assorted colors*

Tools: Scissors
Coping Saw
Hot glue gun
Paint brushes

Cost: \$10.00
Dowels are less than a dollar each. Fun foam comes in many colors and runs anywhere from 75 cents to 2 dollars at most craft stores such as Michael's or Garden Ridge. The acrylic paint comes from the same craft stores and generally runs around 1 dollar a bottle. The high density foam can come from packing material at work or you can get it from shipping stores like Mail Boxes Etc. It is generally less than a dollar for the amount you need

Number: 24
Time: 1 hour

Preparation: Begin by setting up sawing, sanding, cutout, gluing and painting stations. You will want to have the coping saw and dowels at the sawing station. A vise is also useful for this station. Be sure to measure the dowels and mark the center of each one. Sand paper at the sanding station. Scissors at the cutout station. Also provide a couple of patterns for the arrow fins and arrow head. The hot glue gun at the gluing station and paint and brushes at the paint station. Make sure that you have made one of the arrows and have painted it as a model for the boys. This helps in getting the idea across.



CRAFTSMAN

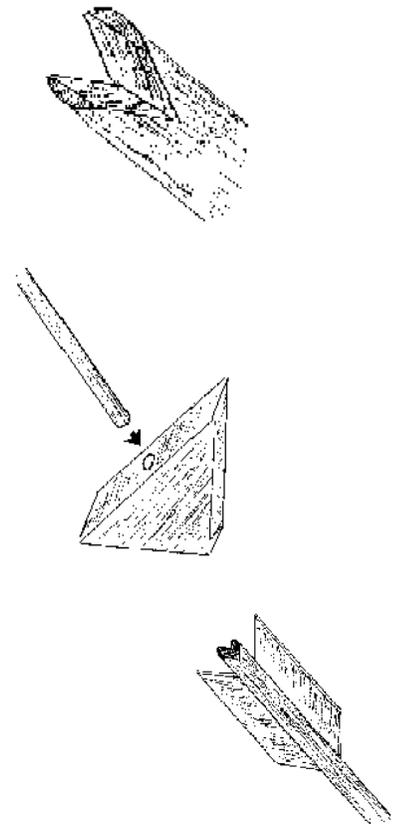
(Technology Group)

PROJECTS

ARROW continued

Construction: Begin by assigning boys to the sawing and cut out stations. Have each boy saw a dowel in half. Then have him saw a notch in one end of each dowel. After they have finished sawing have them move on to the sanding station. Here they need to remove any rough edges and splinters from both ends. Make sure the flat end is flat and not pointed. The arrows are purposely not very long so that they cannot be pulled very far back in the bow. This reduces the hazard presented by this project. Even this short of an arrow will travel more than 30 feet. The boys at the cutout station need to cut 4 tail fins from the fun foam in what ever color they want. Two fins for each arrow. They also need to cut out two arrow points in the high density foam. See the drawings to the right for details. The size and shapes are not critical. The larger the arrow head the safer it will be. The adult leader at the gluing station can hot glue the tail fins to the arrow. Press the flat end of the dowel into the high density arrow head to make a hole about 1/2" deep. Then remove it and hot glue it to the dowel. Next is the paint station. Here the boys can exhibit their creativity with all sorts of designs.

Again these can be dangerous if used improperly. Make sure to instruct the boys on archery safety before and during the project.



GAMES

NAIL DRIVING CONTEST

Give each boy a hammer, five nails and piece of log 4 inches in diameter and about 6 inches long. On the word go, they are to nail all five nails completely into the piece of log. First one finished is the winner

BOARD SAWING CONTEST

This is similar to the nail driving contest. Give each boy a small hand saw, pencil, ruler and a 2"x4' board. (Any length will do) On the word go, each boy is to mark and saw his board in half. First one finished is the winner.

**** NOTE: Judge the contest on skill and speed. Drive the nails straight, and measure the boards correctly. ALSO SUPPLY SAFETY GOGGLES FOR EACH BOY WHENEVER THEY ARE ACTUALLY WORKING WITH THE TOOLS.** You can buy them for a dollar a piece in any dollar store.

RIDDLES

What kind of horse has no head and no tail?

A SAW HORSE

What gets larger when you take more from it?

A HOLE

What kind of coat should only be out on while it's wet?

A COAT OF PAINT

CRAFTSMAN
(Technology Group)

UPSET TOOL CHEST

Oops, the tool chest has been upset. Following is a group of tools with the letters scrambled. can you straighten them out?

1. UREL
2. AWS
3. LNAI
4. MEMHAR
5. ELROWT
6. ALNEP
7. CAREB
8. ITB
9. RESEW VIRDER
10. VELEL
11. CENHRW

ANSWERS: 1. rule/ 2. saw/ 3. nail/ 4. hammer/ 5. trowel/ 6. plane/ 7. brace/ 8. bit
9. screw driver/ 10. level/ 11. wrench

ENGINEER

(Technology Group)

DEN ACTIVITIES

Find pictures of different types of bridges and discuss the differences in their construction.
 Have each boy draw a floor plan of his home
 Build a model bridge
 Learn how to read a topographical map

FIELD TRIP IDEAS

- * Visit an engineer or surveyor at city hall.
- * Visit a construction site (with permission of course)
- * Visit the electric company or a power plant

GAMES

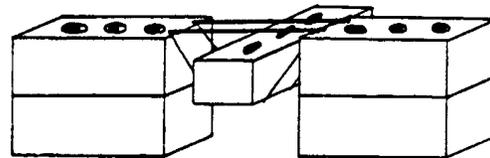
MARBLE SPIN

Equipment needed: 2 - 9" paper plates
 1 washer
 1 brad
 7 marbles

Make a spinner from the two paper plates with a washer between the plates and a brad holding them together. make seven 1/2" holes (numbered 1 - 7) and one 1" hole in the plate on top and two 1 1/2" holes in the bottom plate. Place marbles on top plate and spin by holding a marble in one of the 1/2" holes to get the marbles to roll. Score is determined by where the marbles land. Add up points for the holes containing marbles. If a marble falls through the bottom plate the player loses five points. If a marble flies off the plate, the player loses a turn. High score after 15 spins wins.

BRIDGE

Equipment needed: lots of paper straws
 string
 several bricks

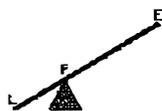


Challenge the boys to create a bridge with straws and string that will support the brick between two other bricks. After several bent straws and bent minds, explain the trick. Run the string through a straw. Leave lots of slack and tie the ends together using a strong knot. make another string/ straw combination with an equal size string. Place the straws and string that support a brick between two others!

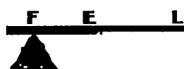
THE FIVE MACHINES

MACHINE #1: The Lever

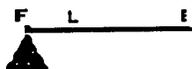
Every lever has one fixed point called the fulcrum and is acted upon by two forces, the effort and the load. The lever can be divided into three classes: first, second and third.



First: Has the fulcrum placed between the effort and the load. An example of a first class lever is a crow bar.



Second: Has the load placed between the fulcrum and the effort. A nut cracker is an example of a second class lever.



Third: Has the effort applied between the load and the fulcrum. A pair of tongs is an example of a third class lever.

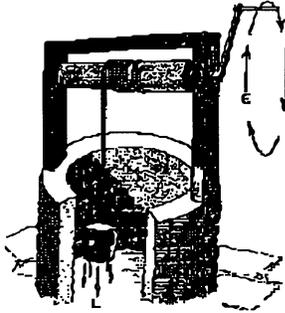


ENGINEER

(Technology Group)

THE FIVE MACHINES continued

MACHINE #2: The Wheel and Axle



The invention of a lever that could be rotated a full 360 degrees is the wheel and axle. One of man's first uses for this elementary machine was a windlass. A windlass has a horizontal barrel supported on vertical posts and turned by a crank so that the hoisting rope is wound around the barrel.

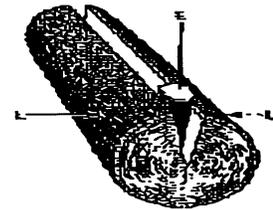
MACHINE #3: The Inclined plane and wedge

Ramps, sloping roads and chisels are examples of this machine. The inclined plane is nothing more than a wedge cut in half. The wedge does its job by moving. The inclined plane is held stationary while the "wedge material" is moved over it.



MACHINE #4: The Pulley

The pulley can be grouped into three types: fixed, moveable and block and tackle.



MACHINE #5: The Screw



A Greek mathematician worked out the geometry of the spiral helix around 200 BC and laid the ground work for the screw. The screw can function in two principal ways. It can raise weights or it can press or fasten objects.

BRIDGE BUILDING

Ever since man found roads that would let him travel from one place to another easier and faster, he has been faced with the problem of crossing streams, rivers, gullies and canyons. So he invented bridges - structures to leap from these obstructions and make the way smoother. At first, he used two basic geometric forms to build these structures - the arch and the triangle - built his bridges of stone and wood. Today, highway and railroad bridges are made from steel plates, wire cable angles, I-beams, H-beams and concrete to build the bridges we are crossing interstate highways, rivers, and canyons.

The design of a bridge and the type of construction depend upon the kind and width of the obstruction, the load it is expected to carry, the kind of ground or rock found at the site and the cost.

To learn about bridges and their construction, here are three different types you can make from cardboard.

WOOD TRUSS BRIDGE:

This bridge is 2" wide, 4" long with sides 1" high. Lay out the sides and bridge floor as one piece; then cut halfway through the cardboard where the parts join and fold up the sides. Each side on a full sized bridge would be built up with four timbers and iron rods; so draw the joints of the bridge with a pencil. Glue up size layers of cardboard 1/2" x 2 3/4" for abutments at each end of the bridge. This type of bridge was used in colonial days for single-lane roads. Some still exist today.

STONE ARCH BRIDGE:

This bridge is made from three pieces of cardboard. Sides are 1" high and 4" long. The arch is 1/2" x 1 3/4". The floor and ends are made in one piece, then scored and bent. The floor is 3 7/8" long, and 1 1/2" wide. Draw the outlines of stones with a pencil.

ENGINEER

(Technology Group)

BRIDGE BUILDING Continued

THROUGH PLATE-GIRDER BRIDGE: This is typical of the reinforced steel-plate bridges we see used for both roads and railroads today. It is 3" wide and 9" long. The bridge floor and sides are laid out as one piece. The floor is 3" wide and 9" long. The sides are 1" high. Vertical lines are spaced on 1" centers. The steel angles used to reinforce the steel plates are simulated pencil lines. Abutments are made from six layers of cardboard 5/8" x 4" glued together. Pencil dots for rivets and pencil shading along the sides give the bridge a 3-dimensional effect.

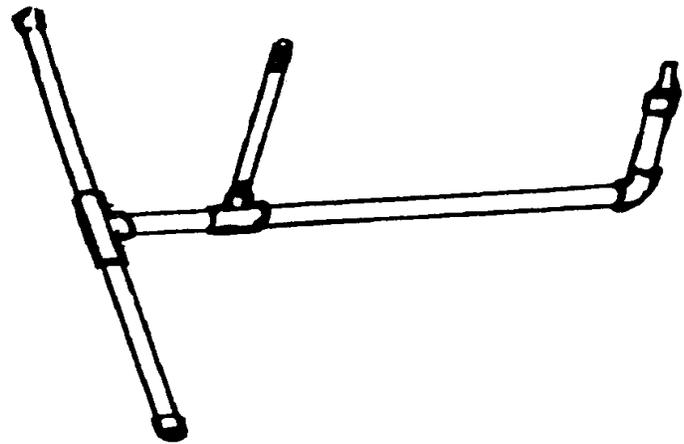
OUTDOOR ROCKET

Making and using 2 liter rocket launcher

Parts needed: 3 each 3/4" cap
 1 each 3/4" tee
 1 each 3/4" x 1/2" threaded tee
 5 ft. 3/4" PVC schd 200 or 40
 1 each 1/2" x 8" threaded riser
 1 each 3/4" 90 degree ell
 1 ft. electrical tape
 1 each tire valve

Cut pipe into the following lengths:

2 each - 6"
 2 each - 12"
 1 each 18"



Drill 1/2" hole in end of one cap. Push valve stem into hole, then glue this cap to a 6" pipe, and then the 90 degree ell to a 6" piece. Now glue the 18" pipe to the 90 degree ell. Thread riser into threaded tee, then glue tee into 6" piece aligning riser with the 6" piece. Now glue the other 6" piece to threaded tee. Then glue the tee left to it. And then glue the 2 18" pieces of pipe into this tee, and complete the launcher by gluing the caps left to the ends of the 1" pieces. At the bottom of the riser tape it up with the electrical tape in a tapered manner. Now it is ready to hook up the tire pump and fill a two liter bottle half full of water, push on riser firmly and start pumping tire pump until it goes off.

PACK NIGHT IDEAS:

1. Have the boys bring their 2 liter bottles decorated as rockets prior to pack meeting.
2. Display them on tables or a stage.
3. Judge them in the following areas by den:
 - a. Best Design
 - b. Most unusual
 - c. Most independent effort
4. Take them outside and launch them by den.

ENGINEER

(Technology Group)

GAMES

ATOMIC CHALLENGE

You are part of a special team trained to safely move atomic material. The container in the center is in danger of leakage. Your job is to move it safely to the decontamination zone without spilling the contents. This fun game challenges you with team work, cooperation, and finesse. This game is designed for six to eight participants.

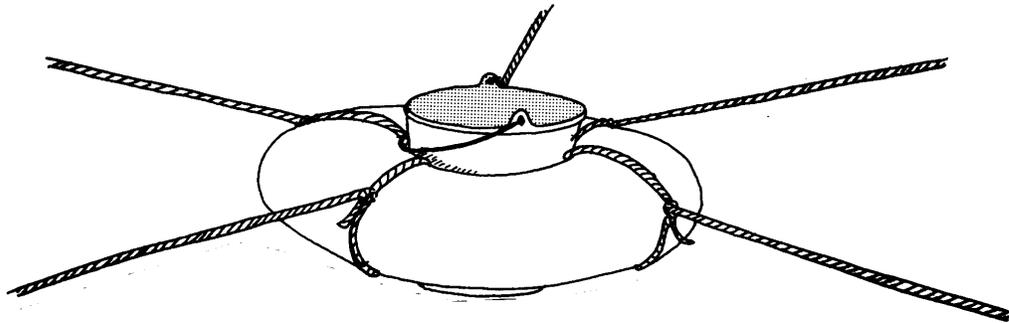
Equipment Needed:

One small inner tube (inside hole of tube should be a little smaller than the bucket)

One 10 foot rope per player

One empty bucket

Two, twelve to eighteen feet circles marked off



Tie one end of each rope at intervals around the inner tube.

The Bucket containing the "Atomic Material" is placed in the center of the large radiation zone circle.

The participants must use ropes and work together to stretch the inner tube over the bucket and then release the pressure slightly so the tube holds onto the bucket as a team move the bucket containing their "Slime" into the decontamination zone circle, which is the safe area. Participants cannot enter the circle or they are eliminated from the game. A variation of this game is to have the players play blindfolded and follow the directions of the leader.

FAMILY MEMBER

(Community Group)

DEN ACTIVITIES

Invite a policeman, fireman or security guard to a den meeting to talk about home safety.
 Keep a personal budget for a month.
 Have the boys plan a days worth of meals and cook at least one of them.
 Have a grandparent come talk about life when he was their age.
 Have the boys make a family tree which covers their family back to their grandparents. Let each boy show his tree after completion.
 Make a chore chart that the boys can use at home for 2 months.
 Teach the boys how to clean house.

FIELD TRIP SUGGESTIONS

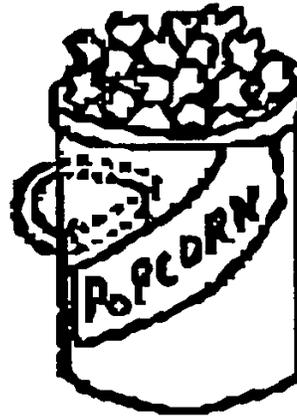
- * Visit a waste treatment facility.
- * Visit a bank or savings and loan.
- * Tour a fire or police station.

NECKERCHIEF SLIDE

POPCORN

Materials needed:

*35mm film canister
 pipe cleaner
 red or white contact paper
 black marker
 cotton balls
 plaster of Paris
 popped corn
 clear acrylic spray*



Cover an empty 35mm film canister with white contact paper or spray paint it white. Using a red permanent marker or red acrylic paint make lines on the canister. Let dry. Using a black permanent marker write the word POPCORN on the front. Let dry. Using a pipe cleaner, make two holes on the back of the canister for the pipe cleaner ring. This can be done with an ice pick that has been heated over a candle. Next, place 2 cotton balls in the canister. Do not mash them down. Pour a layer of plaster of Paris over the cotton balls which should come close to the lip of the canister. While the plaster is still wet add pieces of popcorn to cover the top. Make sure they are stuck in the wet plaster. Let dry. Spray with clear acrylic spray.

GAMES

HOME HAZARDS

Set up a certain number of obvious hazards around the house like a rake or hoe left pointing out, roller skates on the stairway, matches out on the counter, etc. Have the boys tour the area and list all the hazards. The boy with the most listed wins.

THE GROCER GAME

Place several food items in a paper bag. Take them out one at a time and show them to the boys then put the items back in the bag. Give the boys a piece of paper and have them list as many things as they can remember. This can be done individually or by teams. The boy or team with the most correct items listed wins.

FAMILY MEMBER

(Community Group)

Make and play your own FAMILY LIVING game!

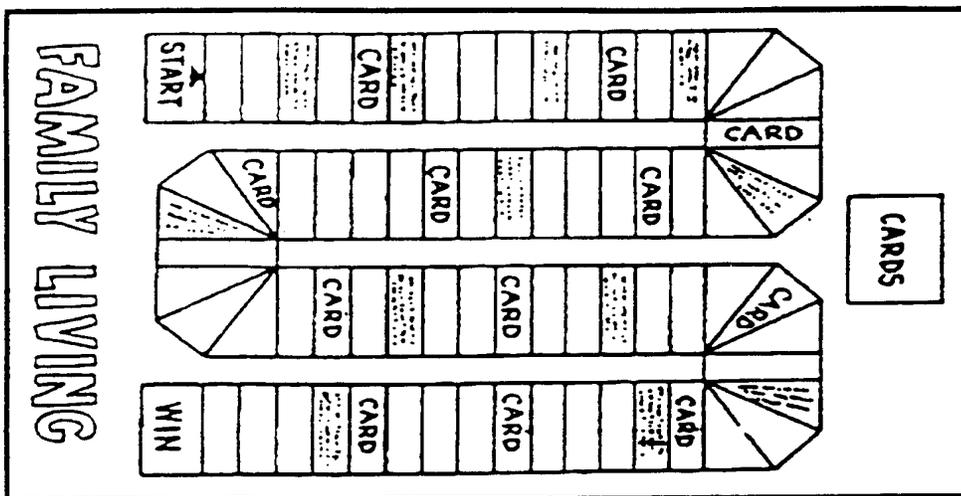
Here is a fun game the whole family can play. You can make your own by following these instructions:

1. Things you will need

- * pair of dice
- * 12 blank cards - 2 inches by 3 inches
- * 1 piece of posterboard - 15 inches by 20 inches
- * a button or a coin for each player

2. Copy the game board design as shown

Spaces on board measure 3/4" x 2 1/2"



3. Make a set of game cards.

* Write directions on 12 cards as follows:

1. Mother gets sick
Go Back 1 space
2. Child playing with fire
Go Back 2 spaces
3. Home robbed
Lose 1 turn
4. Phone shut off
Go Back 1 space
5. Furnace won't work
Go Back 2 spaces
6. Failed school test
Go Back 1 space
7. Found \$5 on street
Go Forward 1 space
8. Sister gets a job
Go Forward 1 space
9. Got all A's on report card
Go Forward 3 spaces
10. Made \$10 washing cars
Go Forward 1 space
11. Father got a raise
Go Forward 2 spaces
12. Birthday Gift
Go Forward 1 space

To play: Players roll dice at turn. Buttons are moved number of spaces shown on dice. Follow directions on the board or on the cards as they are drawn. The first player to reach "WIN" space is the Game winner.

4. Game board space order:

- | | | | |
|------------------------|-----------------------|-------------------------|------------------------|
| • START | • BLANK | • BLANK | • FALL DOWN STAIRS |
| • BLANK | • TROOP GOES CAMPING | • BLANK | LOSE 1 TURN |
| • BLANK | GO FORWARD 1 SPACE | • BLANK | • BLANK |
| • SINK SPRINGS LEAK | • BLANK | • CARD | • BLANK |
| GO BACK 1 SPACE | • BLANK | • BLANK | • CARD |
| • BLANK | • CARD | • GARBAGE NOT | • FAMILY GETS NEW |
| • CARD | • BLANK | COLLECTED GO BACK 2 | HOUSE GO FORWARD 2 |
| • GAS LEAK LOSE 1 TURN | • BLANK | SPACES | SPACES |
| • BLANK | • BLANK | • BLANK | • BLANK |
| • BLANK | • GO FORWARD 3 SPACES | • BLANK | • BLANK |
| • BLANK | • BLANK | • CARD | • CARD |
| • FAMILY GOES TO FAIR | • CARD | • BLANK | • BLANK |
| GO FORWARD 2 SPACES | • BLANK | • FAMILY GOES ON PICNIC | • BLANK |
| • BLANK | • BLANK | GO FORWARD 3 SPACES | • BLANK |
| • CARD | • BLANK | • BLANK | • CARD |
| • BLANK | • BLANK | • BLANK | • YOU MAKE SCHOOL TEAM |
| • CAR NEEDS REPAIRS GO | • BLANK | • CARD | GO FORWARD 1 SPACE |
| BACK 1 SPACE | • NEIGHBORS NOISY-NO | • BLANK | • BLANK |
| • BLANK | SLEEP LOSE 1 TURN | • BLANK | • BLANK |
| • BLANK | • BLANK | • BLANK | • BLANK |
| • BLANK | • BLANK | • BLANK | • WIN |
| • CARD | • BLANK | | |

FAMILY MEMBER

(Community Group)

HOME HAZARDS AND SECURITY CHECK LIST

Using the list below. Have the boys do a home inspection inside and outside for possible safety hazards.

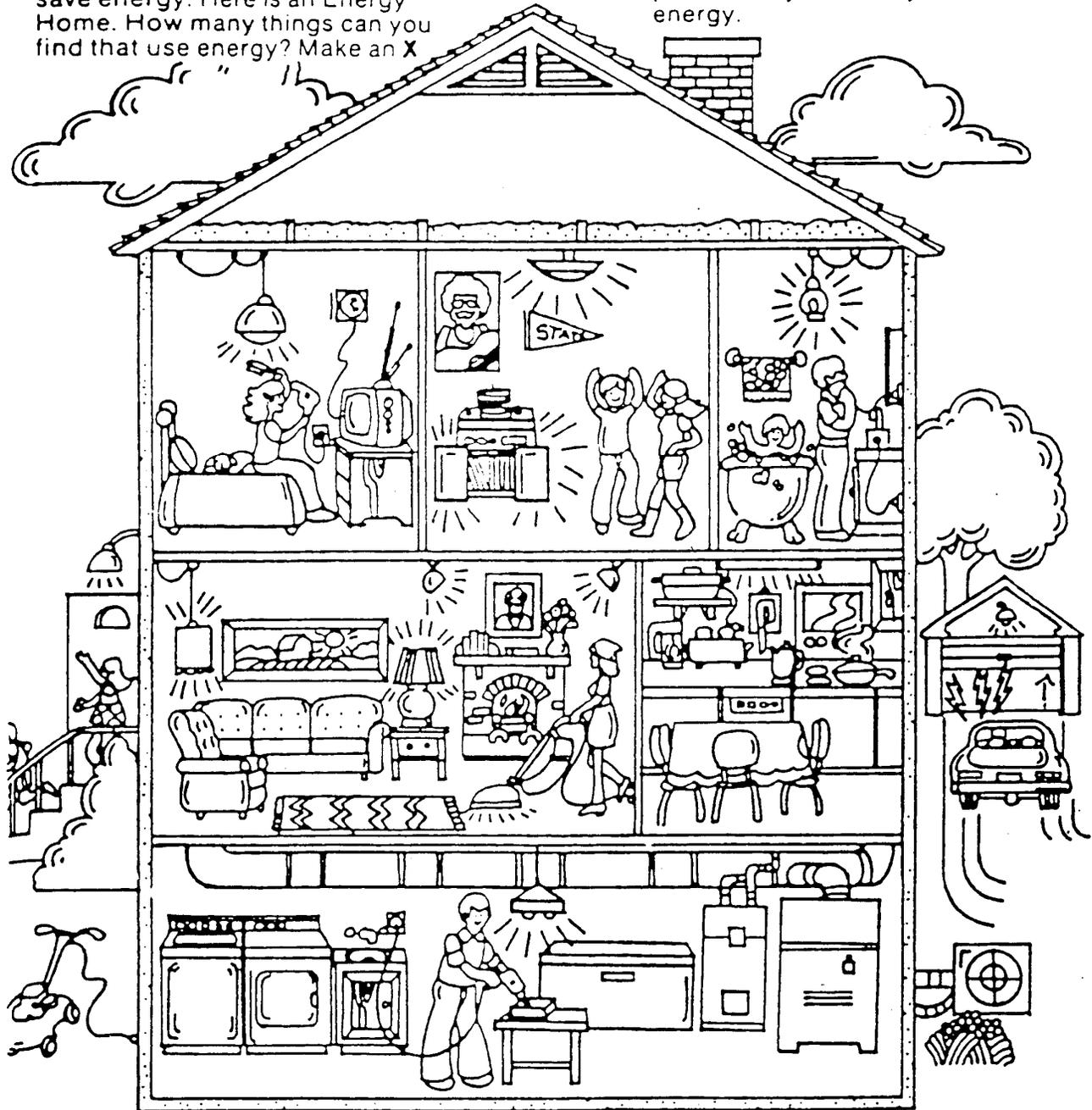
- Is trash lying around outside the home or in the garage?
- Are insecticides stored in a safe place out of reach of small children?
- Are flammable substances such as paint thinner, gasoline or charcoal lighter fluids stored in marked containers and kept in a cool well ventilated area away from any flame?
- Are sharp tools in a locked cabinet?
- Are power tool cords unplugged and out of the reach of small children?
- Are roller skates, skateboards and bicycles kept out of the driveway and sidewalks?
- Are oily rags lying about?
- Is the door of an unused freezer or refrigerator removed?
- Are all outside lights in working order?
- Are the crawl spaces in the house's foundation covered?
- If you have a swimming pool is the gate kept securely locked?
- Are garbage cans kept covered?
- Is your sidewalk free of uneven areas or broken cement?
- Are curtains and furniture away from air conditioners and heating elements?
- Does the fireplace have a screen?
- Do large glass doors have a decal as a safety reminder?
- Are electrical cords in good repair?
- Are electrical wires on the floor where people can walk or trip on them?
- Are poisonous substances in childproof containers?
- Are all prescription drugs in childproof containers?
- Are non- prescription drugs kept in the medicine chest?
- Are matches stored in rodent proof and childproof containers?
- Are smoke alarm batteries checked on a regular basis?
- Are fire extinguishers operable?
- Are the telephone numbers of the police, fire and paramedics displayed on or beside each phone?
- Are carpets and floor covering free of tears and holes?

FAMILY MEMBER

(Community Group)

Stores, factories, cars, offices, schools, trucks and planes use most of the energy in our country. But a lot of energy is also used in our homes. And that is the one place that all of us can help to save energy. Here is an Energy Home. How many things can you find that use energy? Make an X

with a red crayon on the things that you think use more energy than others. Use a blue crayon to draw a line under places that you can save energy. Use a green crayon to draw a line under the places that *your family* can save energy.

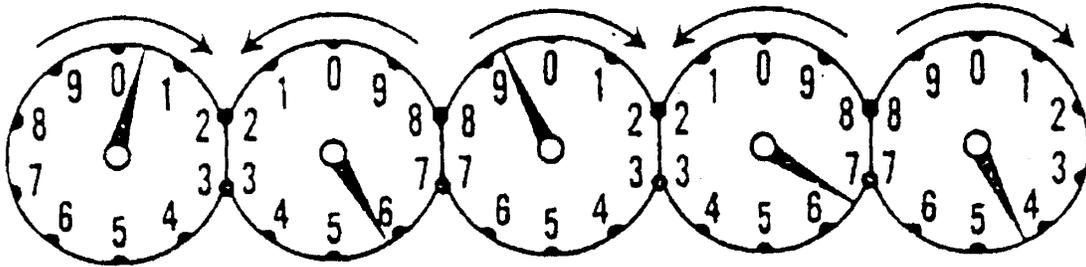


FAMILY MEMBER

(Community Group)

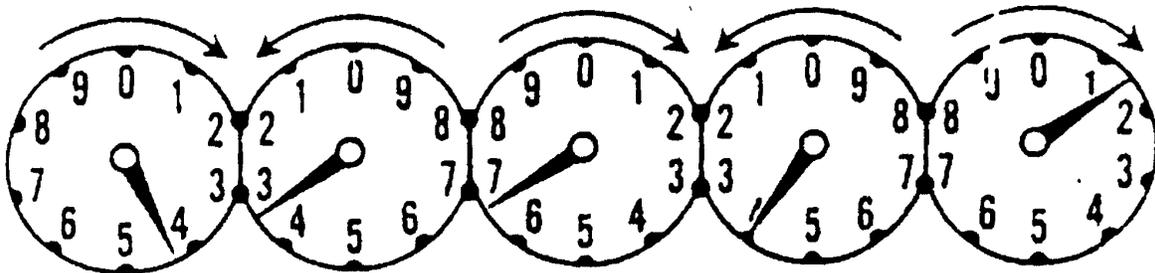
HOW TO READ YOUR ELECTRIC METER

Electric meters are precision measuring devices which record, in units called "kilowatt-hours," how much electricity you use. One kilo-hour (Kwh) is 1,000 watts of electricity consumed for one hour, or the power required to burn a 100 watt light bulb for 10 hours.



The meter reading is made up of one number from each dial. When the pointer is between two numbers, you read the number it has just passed - the lower number. The reading above is 5,964 Kwh. meters with four dials are read the same way as a five dial meter.

Try reading this meter yourself? Then check your answer against the one below.



ANSWER: 43,641 Kwh

FITNESS

(Physical Skills Group)

GAMES

FITNESS CIRCLE GAME

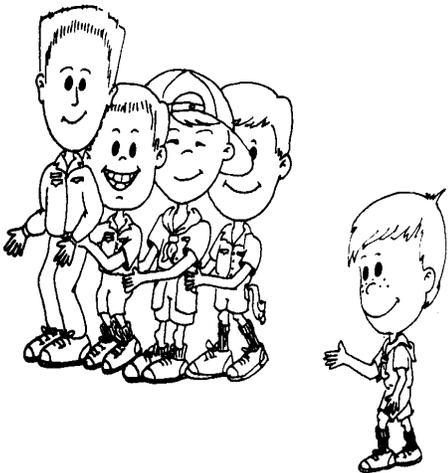
Form a circle as large as the room permits with all the Cub Scouts facing the same direction. Give instructions for various activities as follows:

1. Start walking in a circle, and keep walking between these exercises.
2. Start hopping.
3. Make yourself as small as possible and continue walking.
4. Make yourself as tall as possible and continue walking. Now reach your hands high over your heads.
5. Bend your knees slightly, grasp your ankles, and continue walking.
6. Walk as if the heel of one foot and toes of the other were sore.
7. Walk stiff-legged.
8. Squat down and jump forward from a squatting position.
9. Walk on hands and one foot with the other leg held high.
10. Walk forward at a rapid pace (don't run) while swinging the arms vigorously.
11. Take giant steps.
12. Walk forward, raising your knees as high as possible with each step.
13. Run, lifting your knees high.
14. Walk on you hands and feet

LOOSE CABOOSE

This is a game of quickness and motion

Needed: 1 flag or streamer per team



One player is designated to be the loose caboos who tries to take the flag from the end of the train. The train is formed by 4-5 players standing single file, each holding onto the waist of the person in front of him. The last person in line has the flag hanging from the rear pocket or belt. **DO NOT TIE IT ONTO YOUR BELT!** The train tries to keep the loose caboos from pulling the flag from the last person's pocket by twisting, turning, and moving around. If the caboos is successful in taking the flag or if the train breaks their hold on each other trying to avoid the caboos, the front player becomes the loose caboos. The other boy joins the end of the train. If you have more than one train in play, any loose caboos can chase any train. **BE CAREFUL!** Hands should be placed on the waist. Don't grab shirts, belt loops, or pants pockets, as one good jerk could cause an accidental disrobing or destruction of clothing.

FITNESS

(Physical Skills Group)

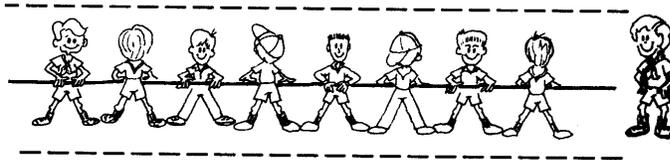
GAMES Continued

SIDE TO SIDE TUG OF WAR

Needed: 1 tug of war rope

Preparation: Mark off starting and boundary lines

The group is divided in half and instead of pulling from opposite ends of the rope they pull from opposite sides. The team that pulls the rope and the opposite team completely across their boundary lines is the winning team. The game director stands at the end of the rope to start the game and to declare the winner. NOTE: You may want to set a time limit in case of a draw.



EXERCISE FUN

The following can be played with individuals competing against each other or as den competition. You'll need an area large enough for boys to run from station to station with room for several stations. At each station boys must complete an exercise such as 15 trunk bends or sit-ups.

Examples of exercises are listed and illustrated in the Webelos handbook. You could put a fun twist on the exercise by adding something to it such as a noise they have to make or a silly hat to wear. When doing toe touches the boy could retrieve a certain colored marble from a pie pan between his feet. Several colors could be in the pan with the color he is assigned to pick up.

The event could take place in a variety of ways:

1. Each boy could travel from station to station individually competing against the rest of his den for the best time.
2. Den or team members could be placed between stations or every other station. One team member could begin the race performing at one or two stations then passing off a colored baton to the next member.
3. Den could race against the clock separately or all at once depending on how lively you want the event to be. The more boys working out at once means more adult spotters needed to ensure fair play.

If your event includes stations like standing long jump or shot put or anything else that requires measuring distance instead of time then a point system will need to be used on top of the time scores.

DRIBBLE FLAG TAG

This is a free flowing game of continuous motion

Equipment Needed:
 1 basketball per player
 1 flag (piece of material or handkerchief for each player
 3- 3 foot length of rope
 Playing field or gym
 2 or 3 additional adult assistants

Each player hangs a flag from his back pocket. On the signal to "go" all the participants dribble around the playing area and attempt to pull a flag from any other player's pocket. When a player takes a flag that player dribbles over to the leader and gives the flag to him. He then rejoins the game

The player who had his flag taken also dribbles over to the leader. He has to tie three square knots. The leader can designate which three knots are to be tied. Some knot suggestions are: Slip knot, double half hitch, square knot, bowline or any knot that the patrol is trying to work on at that time. After the knots are tied, his flag is returned to him and he rejoins the other players



FITNESS

(Physical Skills Group)

GAMES Continued

WILD MAN DODGE BALL

This is a fast paced game of dodge ball for 8-20 people

Equipment needed: 2 Volleyball size NERF balls

Preparations: This game is best played in a small gym or an outside area marked off with restricted boundaries.

The leader starts the game by tossing the balls into the playing area. Any player may pick up the ball and throw it at another player. All throws MUST be below the shoulders. Any throw hitting someone in the head will disqualify the thrower.

If a player is hit by a ball he must kneel down and remain on his knees until one of the following things happens:

1. He is able to catch a thrown ball before it bounces.
2. If he obtains a ball and hits another player, the player that is hit kneels down. The player that was formerly kneeling is now free to stand up again and move freely.

If a player throws a ball and it is caught before it bounces, the thrower must kneel down. The object of the game is to remain standing the entire game by either dodging or catching all balls thrown at you. Play continues for a pre-set amount of time or until only one player remains standing.

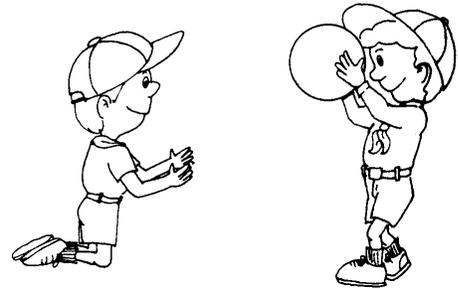
NOTE: The intensity of the game can be increased by using more balls.

TIE SLIDE

SLOGAN

*Materials needed: A small 2" square piece of wood or leather
1/2" of 1/2 pvc pipe
Paint markers*

Attach the pvc pipe to the wood or leather. Paint a slogan on the front of the wood or leather (Such as Say No To Drugs or Drug A Deadly Game or Drug Free



FIELD TRIP IDEAS

Go and observe the health field in action

Visit a Physical Therapist

Have a Physical Fitness instructor come and talk to the boys

Go to a Gym

Have a dietitian come to a den meeting and talk about balance diet

Have a member of a recovering drug program come speak to the boys about his experiences with drugs, alcohol, tobacco etc. They can be contacted through Alcoholics Anonymous

American Cancer Society

Heart Association

State or Local Drug abuse centers

Try to get a young person who was a previous user. The boys will be more impressed by someone who is closer to their age who has experienced the problem.

Visit a hospital

Have a coach visit and discuss the benefits of being physically fit. Have him suggest exercise's the boys could do.

Visit a Fitness Center

IMPORTANT- *Some of these ideas suggest that you bring in outside speakers to talk on subjects that are controversial. Please talk with the parents of your boys before you plan this program. Invite the parents to come and join that den meeting. The fitness of the boy, in terms of drug and alcohol abuse, is the responsibility of the parents first. LET THEM KNOW WHAT YOU ARE DOING.*

FITNESS

(Physical Skills Group)

SEVEN RULES FOR HEALTH

- | | |
|------------------|---|
| KEEP CLEAN | 1. Body- Take baths often
2. Hands- Wash before meals and after using toilet
3. Teeth- Brush well every night. Whenever possible brush teeth or rinse mouth after eating See your dentist twice a year |
| EAT PROPER FOODS | 4. Drink plenty of the right kinds of liquids- water, milk, and fruit juices
5. Eat different kinds of good food. Don't stuff yourself. Avoid too many sweets Eat regular meals. Avoid between meal snacks |
| KEEP FIT | 6. Exercise- Lots of active play outdoors
7. Rest- Enough sleep at regular hours |

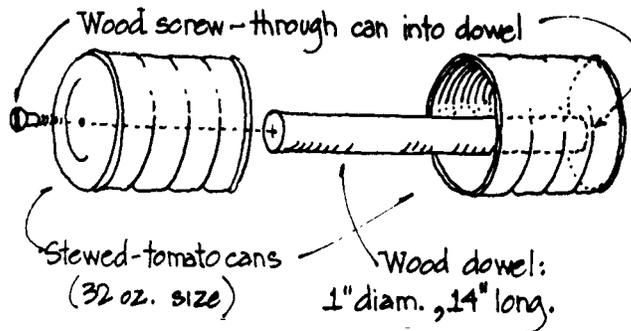
WEIGHT TRAINING MADE CONCRETE

Coffee cans and concrete are a tried and true way of making inexpensive dumbbells and barbells. Here are some simple designs:

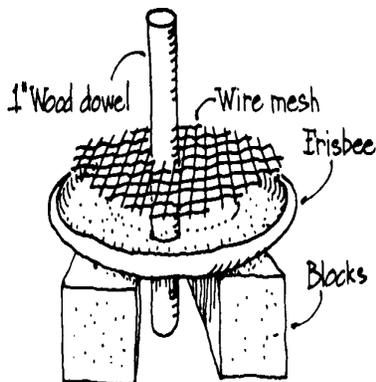
*Need: 32oz size Stewed tomato cans
Wood screws
Wood Dowel 1" diam., 14" long
Concrete*

The cans, plus the dowel, will weigh about 12 ounces. So to make a 5 pound dumbbell, put 34 ounces of concrete in each can ($12 + 34 + 34 = 80\text{oz.} = 5\text{lbs}$)

You can measure and mix the concrete a little at a time. Measure it DRY with a mail scale. It will weigh the same before it's mixed with water as it will after it sets.



Use Ready-Mix concrete (the kind with sand and gravel already in it) Follow directions on the bag carefully. **WARNING:** Concrete contains cement, which is CAUSTIC. That means it can burn! Avoid contact by wearing gloves and goggles. Wash promptly after handling. If any mix gets in eyes flush them with water repeatedly and call a doctor.



A Frisbee makes an excellent flexible mold for casting barbells weights.

Here's how:
Need: 1\"/>

You may need some help drilling a 1" hole through the center of the Frisbee. Push the dowel through the hole and stand the Frisbee on a couple of wooden blocks so the dowel can extend through a bit.

Cut a circle of wire mesh. The wire mesh should fit over the dowel and just inside the Frisbee. Mix up 2 pounds of concrete. Pour this into the Frisbee. Put the wire mesh on top of this first layer. Now add 2 more pounds of concrete and tap it all down to remove any air bubbles. Put wet cloths over the mold (to keep the outside from setting faster than the inside). Wait for

at least 2 days. Remove the mold carefully, (you can reuse it), and tap out the dowel. Now you have a 4-pound bell. Make additional bells, and slide them onto a wooden dowel to make adjustable weight bar bells.

FORESTER

(Outdoor Group)

At one time the east and west coasts of the United States formed a continuous changing, forest of trees ranging from pines to palms. Then, in a period of 350 years these forests came down and in their place rose eroded hillsides, flooded plains, and dead animals. The small areas of forested land left are in danger of being destroyed by the advent of asphalt, pollution and people. The purpose of the Forester badge is to teach the boys to respect one of the few things that serve people while they live and after they die...trees.

Trees, like boys, come in different sizes, shapes, descriptions, and uses. Most of the requirements are set up to point out this difference and help the boys to feel at home in the woods and also in the neighborhood.

Tree and plant identification can be done in the neighborhood as easily as in the forest. The first requirement is to have an identification chart or book so that you know what tree you are talking about. The library has these books in the 580 section (Botanical Sciences). There are both programmed and non programmed books for field use and descriptive books to be used during a meeting.

If this is the only badge you are working on and you want to have something for the boys to be doing on their own, suggest a leaf sample collection where they collect a leaf, a sample of the seed, and if possible, a piece of the bark. Lay them out on a sheet of paper and glue them down with white glue. Then they can write the name and description of the tree and the location and date the sample was collected. Make sure the leaves are pressed first.

Another project you can do with trees is to check pollution from the book *Science Projects in Pollution by Seymore Simon*.

Coat two index cards with a thin coat of Vaseline. Pin one of the cards to the trunk of a large tree. Pin the other card to a near by place that is not shielded from above by leaves. After a few days remove the cards and examine them with a magnifying glass. Which card has more pollution particles and do the particles on one card differ from those on the other card? What does this show?

With a den of boys this can be done over an entire neighborhood, and a pollution chart of the neighborhood can be drawn up to show where high pollution areas are.

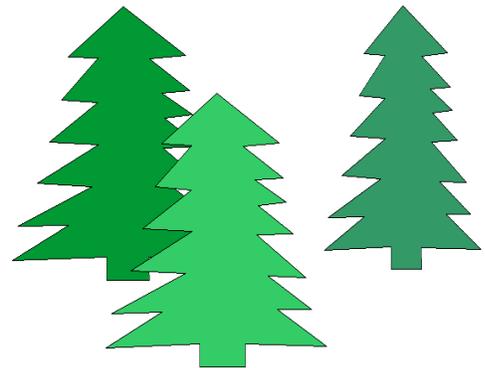
Ten year old boys and trees are natural companions. To these boys, a tree is good for climbing, swinging from, or building a tree house. Through the Forester Activity badge, it is hoped that the boy's appreciation for trees may be expanded.

In earning the badge, the boy may learn how trees grow, or how to identify them, or how to plant and care for them. Hopefully, he will learn how important a role they play as one of our natural resources. One hundred twenty five thousand forest fires are started each year by careless people. The Webelos Scout should learn how to prevent becoming a part of that statistic. Later, when he becomes a Scout, the boy may wish to continue the study of trees with the Forestry Merit badge. It is certain he will spend a lot of time in the woods hiking, camping and adventuring. This is just the beginning of his life long friendship with trees. He should learn not to use his knife or ax on live trees; the difference between green and dry wood, and which is best for campfires.

A forester deals with the care and growing of trees. A Webelos Scout, working on his Forester Activity badge, will learn how to recognize different species of trees by their shape, foliage, bark, and types of wood as well as how they live and grow.

America is a land of trees...they grow almost everywhere in our country. We sometimes forget, though, just how important trees are in our lives. Thousands of products come from trees ...our wooden houses and the furniture in them, the rayon clothing we wear, the film in our camera, and many of the good fruits we eat. Ash and hickory are used in the manufacture of baseball bats and other sporting equipment. Lumbering is a major industry in many of the countries of the world. The one very important value is the aesthetic. Think what beauty we would be missing if there were no trees. Our world couldn't and wouldn't be as interesting.

A forester must learn how to do a great variety of things as well as know many facts about trees. Some of his tasks are making tree inventories, estimating the lumber content in standing timber, surveying, logging, tree planting, insect control, recreational planning and the mapping and marking of trees for harvesting. He is interested in woodlands conservation and learns how to preserve trees and a love of the outdoors.

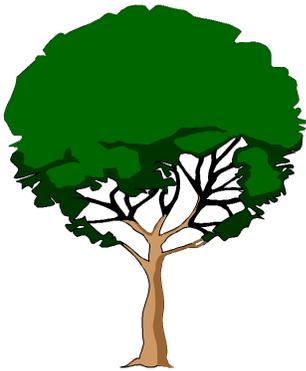


FORESTER

(Outdoor Group)

SUGGESTIONS FOR DEN ACTIVITIES

1. Make tree life-history posters
2. Make US maps showing different kinds of forests
3. Ask a fireman or forest ranger to talk to the boys about wildfires and how to prevent and control them
4. Make a tree survey of your area
5. Bring a log to den meeting or find a tree stump and have the boys count the annual rings to determine the age of the tree. See if they can tell something about the kind of weather...dry or wet spells...through which the tree lived by looking at the rings.
6. Make a collection of leaf prints
7. Visit a lumber yard or sawmill. A local lumber dealer can help the boys by furnishing wood samples for their collections
8. Check with a local conservationist for advice on planting project and seedlings
9. For a long term project, adopt a tree and keep a diary on it. Measure its girth, estimate it's height, record when it buds, when it loses its leaves, and other interesting things.
10. Make a tree identification kit for your den from strips of barks, leaves or needles and cones or seeds
11. Teach boys how to measure tree diameter and height.
(*This can be found in the Official Boy Scout Handbook*)



DIAMETER TAPE and CRUISING STICK

Foresters use cruising sticks to measure a tree's diameter and height. These facts are essential in figuring the amount of wood in a tree

TREE DIAMETER

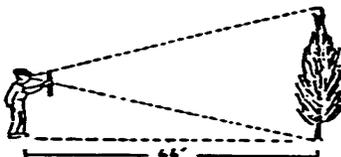
Cut a strip of flexible paper or cardboard about 1/2" wide and 45" long. Begin at one end of the paper strip and make ink marks 3.14" on tap equals 1" of tree diameter.

To measure tree diameter, wrap tape around tree at chest height, about 4 1/2' above the ground. The diameter of tree in inches will be at the mark nearest where the tape overlaps the zero end.

TREE HEIGHT

Glue a strip of hard paper or cardboard on one side of a yardstick. Begin at one end and make marks 6.15" apart with ink. Label the first mark 1, the second 2, and so on.

To measure tree height, stand 66 feet from it. Hold arm horizontally and the stick vertically at arm's reach-about 25" from the eyes. Slide stick up or down until top of stick is in line with



the top of the tree. Without moving sight of bottom of tree (be sure stick is still vertical) and see the place on stick where line of sight crosses it. The nearest figure is the number of 16 foot lengths in the tree. If it falls on the 2, there are two 16 foot lengths, so the tree is 32' high.



FORESTER

(Outdoor Group)

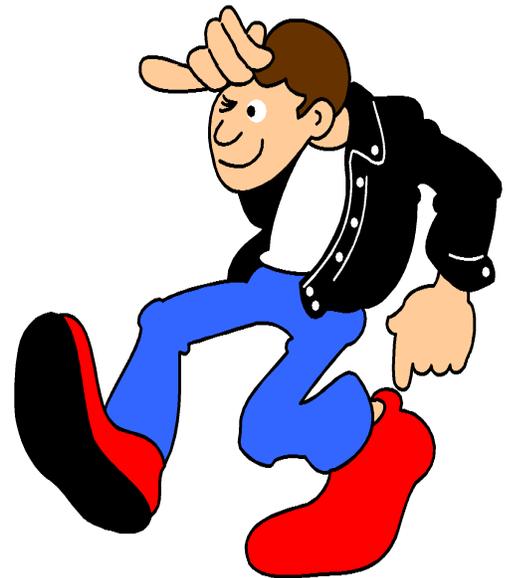
PROJECTS and FIELD TRIPS

Go on a hike and take along books from the library to help you and the boys identify the various types of trees that you may find.

LOOK FOR THE SEVEN FEATURES OF A TREE

Learn to look for seven features in each tree you see. Trees growing in the wild are many different ages, and young sapling do not look much like the fully developed trees. The seven identification points can be useful:

- * Look at the shape of the tree and it's general size.
- * Examine the shape of it's leaves and the way they are placed on the stem. What kind of veins and what sort of texture do the leaves have?
- * Note the shape, color and size of the blossoms
- * After the blossoms are gone you may see the fruit, which contains the seed of the tree. Look at these carefully, for they are good clues.
- * The twigs, with their color and other markings are useful for identification, especially in the winter.
- * Examine the shape of the buds, their position on the twig, their size, smell and texture are important.
- * Check the bark, although this often can change with the age of the tree.



GAMES

FIND A TREE

Equipment: Trees

Pair up the boys with a partner. One of the boys is then blindfolded. The non blindfolded Webelos leads his partner to a tree, who feels the trees bark, limbs, and leaves. The pair returns to their starting point. The Webelos removes his blindfold and tries to find the tree he felt while blindfolded. Now it is the non blindfolded boys turn to "Find a Tree".

SNOWY MOUNTAIN

(Outdoor game)

*Equipment: Deep Pie Pan
Bag of flour
Chocolate Drop
Table knife*

Fill the pie pan with flour, hold the plate over the top of the pan, and turn plate and pan upside down together. Carefully remove the pan, so that you are left with a molded dome of flour on the plate.

Gently place the chocolate drop on top of this, in the very center, and you are then ready to begin the game.

Using the table knife, each player in turn must slice away a portion of flour. The object is to keep the chocolate drop on top of the snowy mountain for as long as possible, so it pays each player to cut the very smallest slice that he can. The player who finally causes the mountain to collapse and the chocolate drop to fall has to place both hands behind his back, bend over the plate, pick the (kiss) up with his teeth and eat it. Rather messy, but fun!

FORESTER

(Outdoor Group)

LEAF QUIZ

Can you recognize TREES by their LEAVES ?

Leaf Quiz

IDENTIFY EACH LEAF IN THE SQUARES BELOW IT. LETTERS IN LARGE SPACES SPELL OUT A MESSAGE WHEN WRITTEN IN THE SQUARES ON THE BOTTOM OF THIS PAGE. THE CLUES SHOULD HELP YOU!

EXAMPLE:

NOTE: THE LARGE "C" IS THE FIRST LETTER OF THE MESSAGE BELOW. THE OTHER LARGE LETTERS FOLLOW IN SEQUENCE.

<p>2. ...FROM LITTLE ACORNS GROW</p>	<p>3. LIKE IN SALES, MAN</p>	<p>4. WHAT'S LEFT OF A FIRE</p>	<p>5. ONE VARIETY IS SLIPPERY</p>	<p>6. SEEN' RED</p>
<p>7. ALSO CALLED SHADBUSH. HAS RED BERRIES</p>	<p>8. TALLEST TREE IN THE WORLD! RELATED TO THE GIANT SEQUOIA</p>	<p>9. SOCRATES DRANK IT—HIS LAST DRINK</p>	<p>10. ITS FLOWERS RESEMBLE THE DUTCH KIND</p>	<p>11. LIKE GETTING ALL DRESSED UP</p>
<p>12. A CONIFER—SOUNDS LIKE A WOOD USED FOR MODEL PLANES</p>	<p>13. ALSO CALLED PLANE TREES</p>	<p>14. HAS THREE DIFFERENT-SHAPED LEAVES ON EACH TREE. ROOTS USED TO MAKE A TEA</p>	<p>15. ITS NUTS ARE GOOD TO EAT</p>	<p>16. ALSO CALLED TUPELO AND PEPPERRIDGE</p>
<p>17. ALSO A BIBLICAL PLAGUE</p>	<p>18. THINK OF WAFFLES AND PANCAKES</p>	<p>19. ALSO CALLED AMERICAN BASSWOOD</p>	<p>20. WHAT SCOUTS ARE (WITHOUT A U)—ALSO CALLED QUAKING ASPEN!</p>	<p>21. THIS THE BLACK VARIETY. THE WHITE IS CALLED BUTTERNUT</p>

SCORE YOURSELF
 19-21 YOU'RE A REAL WOODSMAN.
 13-18 VERY GOOD.
 6-12 YOU MUST BE A CITY BOY.
 0-5 TURN IN YOUR AXE.

HERE'S THE MESSAGE:

C _ _ _ _ _
 _ _ _ _ _ _ _ _ _ _

- ANSWERS:**
- PAPER BIRCH
 - RED CEDAR
 - SHADBUSH
 - SEED
 - SLIPPERY
 - RED
 - SHADBUSH
 - SEQUOIA
 - TEA
 - DUTCH
 - GETTING DRESSED UP
 - MODEL PLANES
 - PLANE TREES
 - TEA
 - GOOD TO EAT
 - PEPPERRIDGE
 - BIBLICAL PLAGUE
 - WAFFLES AND PANCAKES
 - AMERICAN BASSWOOD
 - QUAKING ASPEN
 - BUTTERNUT

GEOLOGIST

(Outdoor Group)

SUGGESTED DEN ACTIVITIES

- * Visit an industry that uses geological materials
- * Visit a Rock Collector's Club meeting
- * Visit a Jeweler's shop
- * Visit a museum of Natural History
- * Invite a geologist to come to your den meeting to demonstrate how to use their different tools and careers in the geologist field

By drawing lines, match the metal or minerals with it's definition

- | | | |
|-----------|----|--|
| GOLD | A. | Metallic element resembling magnesium used in making galvanized iron, alloys, and as an element in voltaic cells. |
| SILVER | B. | A ductile, malleable, silver-white metallic element-used for making machinery, tools. |
| ZINC | C. | Precious yellow metallic element, used in coins, decorations, etc. |
| IRON | D. | Metallic element, light, reddish-brown color used as an electrical conductor- manufacturer or alloys such as brass and bronze, also coins. |
| LEAD | E. | Steel gray, hard, light metallic element used in copper alloys- in springs. |
| COPPER | F. | White, ductile metallic element used in coins, ornaments, table utensils. |
| BERYLLIUM | G. | A heavy, malleable, bluish gray metal used in bullets. |

ANSWERS: A. Zinc, B. Iron, C. Gold, D. Copper, E. Beryllium, F. Silver, G. Lead

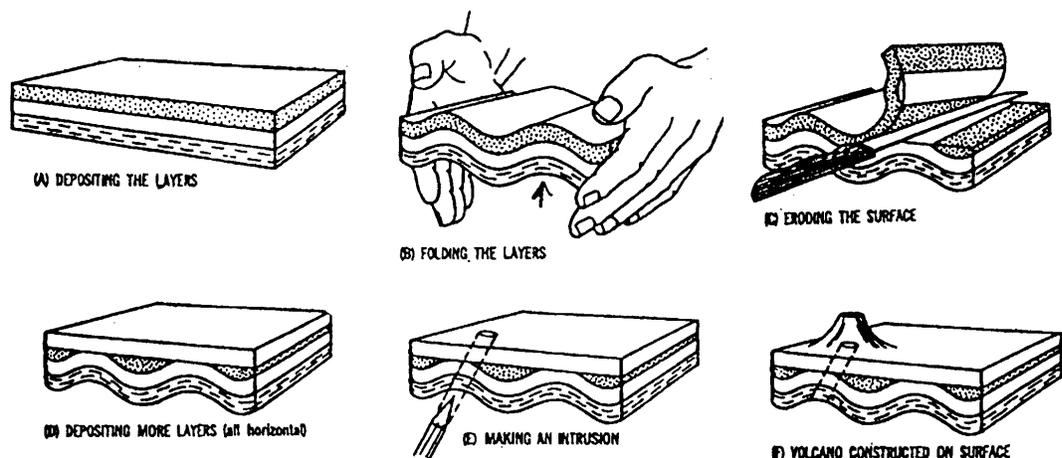
PROJECT IDEAS

Geology is the science of the earth. The name comes from two Greek words. Geo. meaning earth or land and logos, meaning speech or story. Geology began to take it's present form about 200 years ago. A Scot, James Hutton, published his *Theory of the Earth*, which held that, "the present is a key to the past". Hutton advocated that given sufficient time, processes that were now working could account for all of the geologic features we now see. Geologists call this principle the principle of uniformitarianism.

Geology includes the study of materials that make the earth. the process that change it and the history of how things happened. Human civilization depends on natural materials for it's existence. Although much is known about these subjects, much more remains to be discovered, explained, and understood.

Here is a way for Scouts to build models of different geologic formations. You will need modeling clay in at least four colors. Approximately 1/4 pound each. You will need talcum powder, a knife and a wooden dowel.

When building the models be sure to put the talcum powder between the layer so that they can be easily separated. The dowel can be used to show underground lakes or rivers. These models also make a great display for pack meeting.



GEOLOGIST

(Outdoor Group)

PROJECT IDEAS Continued

PLASTER and ICE

What you need: Plaster of Paris, water, a small balloon, two empty pint milk cartons (bottom halves only), a freezer

What to do:

1. Fill the balloon with water until it is about the size of a Ping-Pong ball and tie a knot in the end.
2. Mix water with plaster of Paris until the mixture is as thick as yogurt. Pour half of the plaster in one milk carton and the other half in the other.
3. Push the balloon down into the plaster in one carton until it is about 1/4" under the surface. Hold the balloon there until the plaster sets enough so that the balloon doesn't rise to the surface.
4. Let the plaster harden for about 1 hour.
5. Put both milk cartons in the freezer overnight.
6. Remove the containers the next day to see what happened.

WHAT TO THINK ABOUT

What happened to the plaster that contained the balloon?

What happened to the plaster that had no balloon?

Why is there a difference?

Which carton acted as the control? Why?

How does this experiment show what happens when water seeps into a crack in a rock and freezes?

WHAT SHOULD HAVE HAPPENED

The plaster containing the balloon should have cracked as the water in the balloon froze and expanded. Explain that when water seeps into cracks in rocks and freezes, it can eventually break rocks apart.

A SOUR TRICK

What you need: Lemon juice, vinegar, medicine droppers, and two pieces each of limestone, calcite, chalk, and quartz

What to do:

1. Put a few drops of lemon juice on four of the rock samples.
2. Put a few drops of vinegar on each of the four other rocks samples.
3. LOOK and LISTEN carefully each time you add vinegar or lemon juice.

WHAT TO THINK ABOUT

What happens when you put lemon juice on each rock?

What happens when you put vinegar on each rock?

Did the lemon juice and vinegar act the same way on each rock?

Why did some of the rocks react differently?

What does this experiment have to do with weathering?

WHAT SHOULD HAVE HAPPENED

The lemon juice and vinegar both contain weak acids. The lemon juice contains citric acid and the vinegar contains acetic acid. These mild acids can dissolve rocks that contain calcium carbonate. The lemon juice and vinegar should have bubbled or fizzed on the limestone, calcite, and chalk, which all contain calcium carbonate. There should not have been a reaction on the quartz, which does not contain calcium carbonate. Explain that water often contains weak acids that dissolve rocks containing calcium carbonate and other minerals. You may like to discuss ACID Rain if time allows.

GEOLOGIST

(Outdoor Group)

PROJECT IDEAS Continued

STEEL WOOL and WATER

What you need: 3 shallow dishes, 3 pieces of steel wool, salt, water

What to do:

1. Place each piece of steel wool in a shallow dish.
2. Pour equal amounts of water over 2 of the pieces of steel wool and leave the third piece dry.
3. Sprinkle one of these wet pieces with plenty of salt.
4. Observe and compare the 3 pieces every day for a week.

WHAT TO THINK ABOUT

What happened to each piece of steel wool?

Which piece changed the most?

Why do you think the steel wool changed?

Which piece of steel wool acted as the control?

What does this experiment have to do with weathering?

WHAT SHOULD HAVE HAPPENED

When iron gets wet, the water acts as an agent to speed up oxidation. (Oxidation occurs when oxygen combines with another substance) In this case, oxygen in the water combined with the iron in the steel wool to form oxide, or rust. Rust is a weaker material than the original metal and erodes quickly. When salt is added to the water, it speeds up the oxidation of iron. So the steel wool in salt water will be the one that changes most.

A PENNY FOR YOUR THOUGHTS

What you need: 4 new pennies, 4 shallow dishes, salt, vinegar, hydrogen peroxide, a hand lens, masking tape, a pen, a measuring spoon

What to do:

1. Put each penny in a shallow dish, head side up.
2. Cover 1 penny with 3 teaspoons of salt.
3. Cover the second penny with 3 teaspoons of salt and 3 teaspoons of vinegar.
4. Cover the third penny with 3 teaspoons of salt, vinegar, and 2 teaspoons of hydrogen peroxide.
5. Leave the fourth penny uncovered.
6. Label the dishes according to what you added to each penny.
7. Let the pennies stand for 2 or 3 days. Then clean them off and compare them, using a hand lens to get a close up look.

WHAT TO THINK ABOUT

How did the pennies in each dish change?

Did some of the pennies change more than others?

What do you think would happen if you left the pennies for another week? which penny acted as the control? Why?

Pennies are made of copper and zinc which are two elements that are found in many kinds of rocks. Does this demonstration explain how these two elements weather? Why?

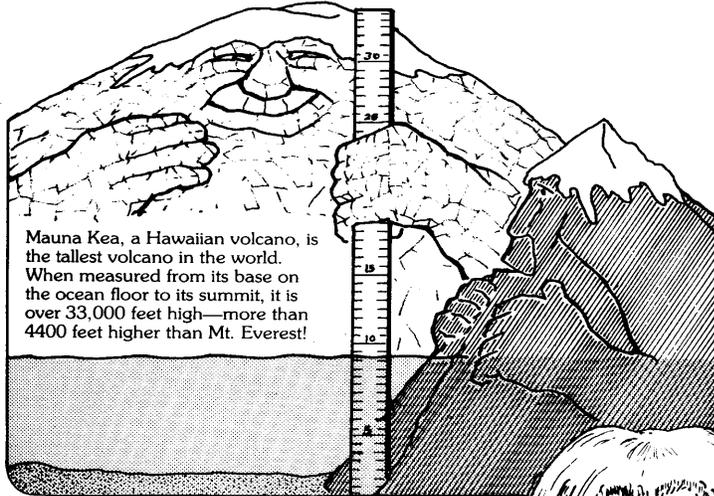
WHAT SHOULD HAVE HAPPENED

If the pennies are left long enough they should all change. But the one with all three ingredients should change the most. Salt will react chemically with the copper to produce copper chloride. Vinegar and salt will slowly dissolve the copper, forming green copper salts. And hydrogen peroxide will speed up the reaction, making the penny with all three ingredients corrode the fastest

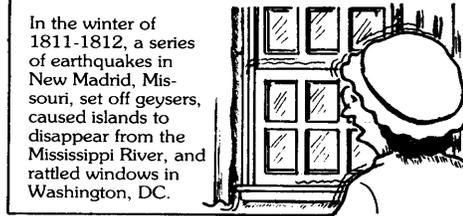
GEOLOGIST

(Outdoor Group)

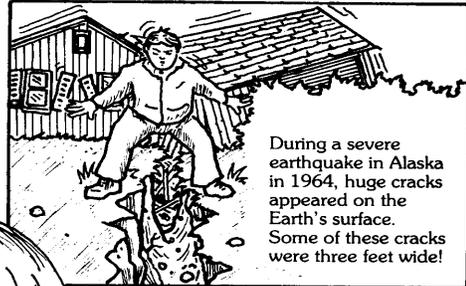
A QUAKIN', SHAKIN' EARTH



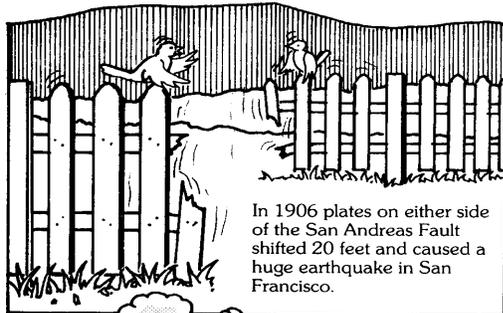
Mauna Kea, a Hawaiian volcano, is the tallest volcano in the world. When measured from its base on the ocean floor to its summit, it is over 33,000 feet high—more than 4400 feet higher than Mt. Everest!



In the winter of 1811-1812, a series of earthquakes in New Madrid, Missouri, set off geysers, caused islands to disappear from the Mississippi River, and rattled windows in Washington, DC.



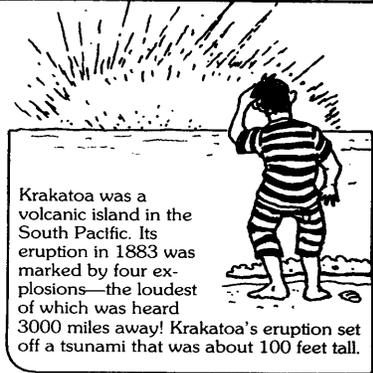
During a severe earthquake in Alaska in 1964, huge cracks appeared on the Earth's surface. Some of these cracks were three feet wide!



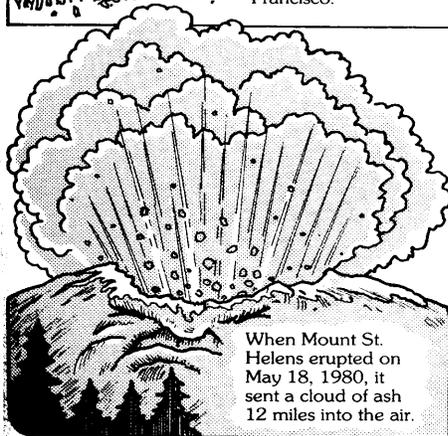
In 1906 plates on either side of the San Andreas Fault shifted 20 feet and caused a huge earthquake in San Francisco.



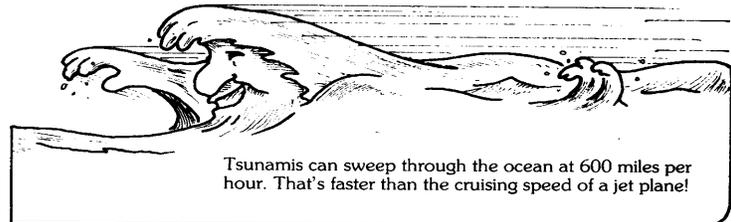
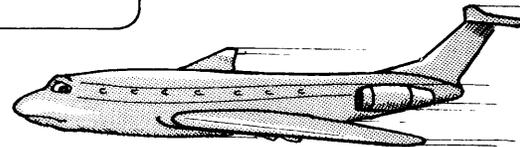
Old Faithful, a geyser in Yellowstone National Park, can shoot a column of water over 180 feet into the air.



Krakatoa was a volcanic island in the South Pacific. Its eruption in 1883 was marked by four explosions—the loudest of which was heard 3000 miles away! Krakatoa's eruption set off a tsunami that was about 100 feet tall.



When Mount St. Helens erupted on May 18, 1980, it sent a cloud of ash 12 miles into the air.



Tsunamis can sweep through the ocean at 600 miles per hour. That's faster than the cruising speed of a jet plane!

HANDYMAN

(Technology Group)

One of the most basic and most valuable things that the HANDYMAN badge can teach the Webelos is how to properly maintain and care for automotive, households and personal items. This badge is an opportune time to teach Webelos the importance of proper care and maintenance of such things.

There are many different ways to do the HANDYMAN badge. Here are a few ideas:

- * Have a den meeting where all the Scouts bring a bicycle. Teach the Scouts how to repair and properly maintain his bicycle. Be sure to have a few "extra" bikes on hand for those who may not own a bike or forget to bring theirs.
- * Do a service project for someone less fortunate. Mow their lawn or do any of the other tasks listed for this badge that would be appropriate.
- * Have the Scouts do as much of the badge as they can at home. This is an excellent way to spark PARENT INVOLVEMENT. Do the remaining requirements during den meetings.
- * Have a den meeting where each Scout brings a parent (if possible), and their car. Walk through the basic steps of automobile maintenance as outlined in the Webelos handbook, and have each Scout do those items with his parents assistance.
- * Have an auto mechanic come to the meeting or go to an auto shop and have them go through the items in the Webelos handbook, and explain the importance of each. Also talk about what kind of education is required to be an auto mechanic.

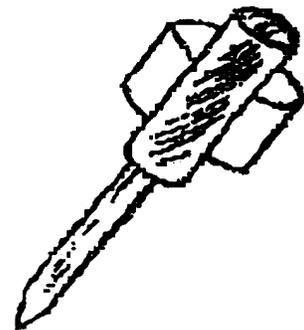
THINGS TO REMEMBER

- * KISMF- Keep It Simple, Make It Fun
- * Make it as hands on as possible.
- * Teach Scouts the importance of the requirements for the badge.
- * Have Scouts do as much as they can at home, to spark PARENT INVOLVEMENT.
- * Tie in requirements with other badges where possible.
- * Find opportunities to serve others while fulfilling requirements. (ETHICS IN ACTION)

NECKERCHIEF SLIDE

SCREW DRIVER

Make a screw driver from a dowel. Use a thicker piece of dowel for the handle. Use sandpaper to shape the blade. Paint the handle red or yellow and the shaft silver. Glue to a piece of PVC pipe.

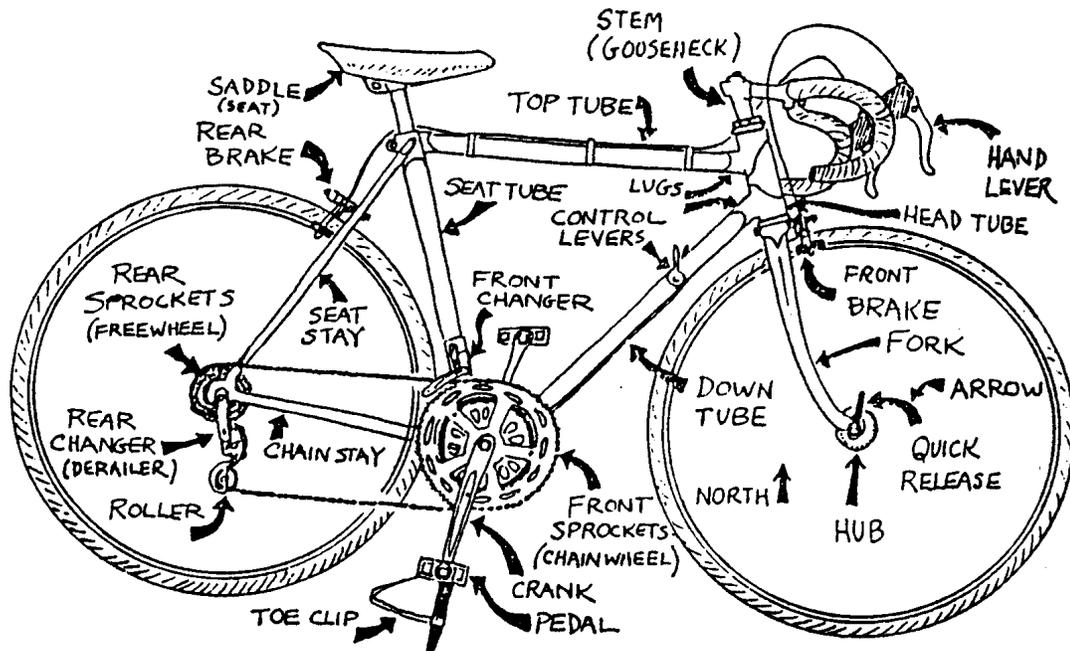


HANDYMAN

(Technology Group)

BICYCLE MAINTENANCE AND REPAIRS

Parts of a typical ten speed bicycle:



Maintaining a bicycle is as important as maintaining a car. It will not only help it last longer, but it will be safer if it is checked and oiled regularly. Clean the bike every month. Wash it with warm soapy water, particularly the painted parts. After removing the grim rinse the frame with clean water and wipe it dry. A bike requires very few special tools. A simple kit can be maintained in a saddlebag:

- * Wrenches to tighten nuts.
- * A spoon handle for a tire lever (Flat tire)
- * Puncture kit
- * Spare valve for tires
- * Spare cotter pin for pedal arms
- * Extra nuts and washers
- * Tire pump

BICYCLE REPAIR KIT ADDITIONS (Optional)

1	Tube Rubber Cement	1	Crescent wrench or box and wrench
1	#100 Sandpaper	2	Regular screwdrivers
1	Tire patch	1	Pliers
1	Baby Powder		
1	3 in 1 Oil		
1	Bicycle repair guide		

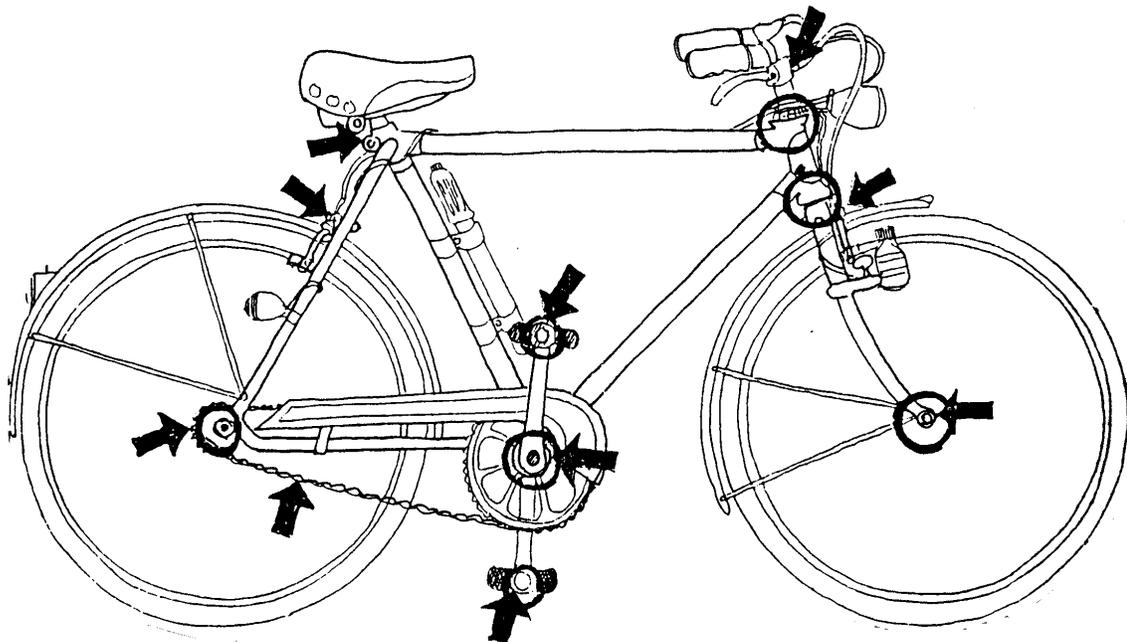
HANDYMAN

(Technology Group)

BICYCLE MAINTENANCE continued

A light cover of oil on the chrome parts will keep them from rusting. Don't get oil on the wheel where the brakes grip, because oil will destroy the rubber. The bike will also need oil where metal rubs against metal. Light machine oil or bicycle oil will work well. Oiling once a month is enough. Other parts will need greased once a year.

The arrow indicates parts that need to be oiled every month
The circle indicates parts that should be greased once a year



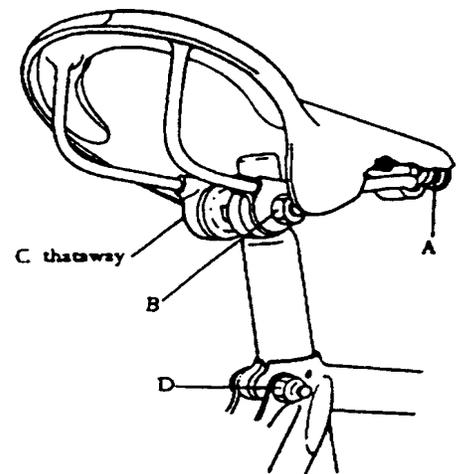
ADJUSTMENTS

Springiness in the narrow racing saddle should be kept to a comfortable minimum as it adversely effects pedaling power. If yours is too tight or loose, adjust it by turning Nut A.

To remove the saddle from the seat post or to adjust its position backwards, forward, or to tilt it, loosen Nuts B and C. This applies also to mattress saddles. For proper saddle position refer to fitting.

To raise or lower the saddle, loosen the binder Bolt D. Be sure to use a wrench which fits the nut exactly. It has to be tight, the wrong tool can tear up the nut.

Only leather saddles need special care. A new leather saddle should be thoroughly saturated with neatsfoot oil and underneath. Then, depending on how much you ride and how much you sweat, the saddle should be cleaned periodically with saddle soap and lightly dressed with neatsfoot oil. The idea is to keep the leather clean, nourished, and comfortably pliable.



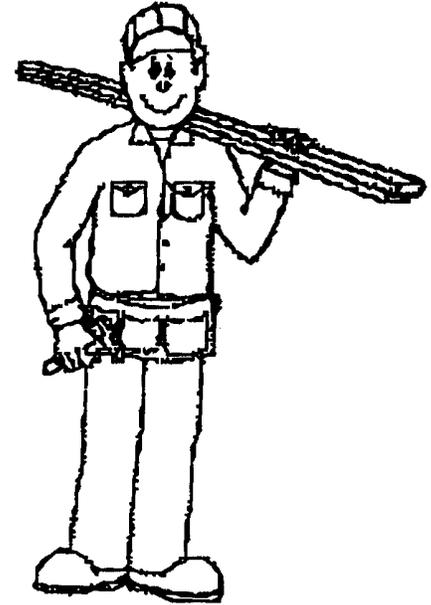
HANDYMAN

(Technology Group)

SKIT

DAD'S WORKBENCH

Cast: 4 boys representing tools (hammer, saw, file, and screw driver)
 Narrator
 Dad
 Mother
 Cub Scout



Narrator: As our scene opens, we find Dad looking for his hammer.

DAD: Has anyone seen my hammer?

MOTHER: No dear, did you look on your bench?

DAD: It's not there. No one ever puts anything back where it belongs!

HAMMER: No, I'm not on the bench. I'm over here behind the door where he used me to drive the door hinge pins down and just left me.

DAD: Now where in the world is my saw?

MOTHER: Look on your bench. It should be there.

DAD: It isn't there. No one puts my tools back.

SAW: Here we go again. I'm lost because he didn't clean me and put me back again after I was used on the garage roof to spread the tar because I was bigger than the putty knife!

DAD: Good grief! Now where is my file?

FILE: He has forgotten that he left me out in the yard when he sharpened the lawn mower last fall. He'll be sure to find me when I get caught in the lawn mower the next time he mows the grass!

DAD: I can't find my screw driver now. I just had it a little while ago. Did you borrow it, son?

CUB: Yes Dad, but I gave it back to you.

SCREWDRIVER: Here I am, right in his big pocket where he put me. Why can't people remember to put tools back where they belong?

DEN ACTIVITIES

A handyman is capable of maintaining his home, equipment, and vehicles. A good handyman knows which jobs are beyond his capabilities and should be done by a more experienced or specialized person. Demonstrate and insist on safe procedures while working on this activity badge. Do NOT allow boys to change car tires by themselves.

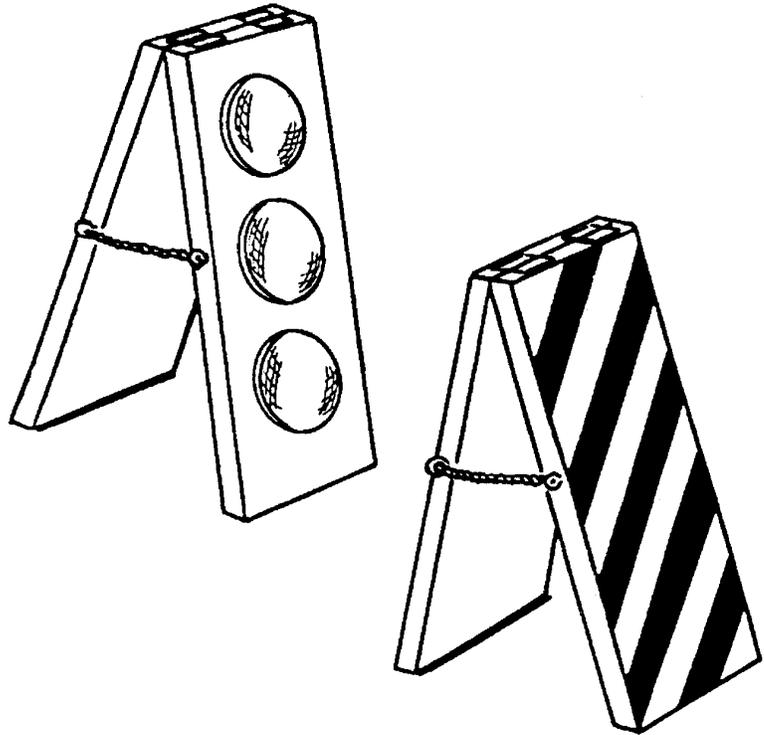
- * Visit a local tire store. Learn about various types of treads and materials
- * Visit a bicycle shop
- * Repair a flat bicycle tire
- * Learn how, when and why to change the filters on heating and air conditioning systems
- * Learn how to lubricate door hinges

HANDYMAN

(Technology Group)

EMERGENCY ROAD SIDE MARKERS

These easy to build road side markers add a measure of safety when changing a tire or performing other repairs along a busy street.



MATERIALS:

2 1" hinges with screws
2 small screw eyes
12" plumber's chain, or string
reflective tape and or glass reflectors
2 boards 4" x 24" x 3/4"

Sand the edges of the boards smooth and apply the reflective tape or reflectors to one side of each. Attach the hinges to the tops of each board and place the screw eyes about 8" up from the bottom of each board. Attach the chain or string between the two screw eyes.

NATURALIST

(Outdoor Group)

No matter where you live, there is a world of undiscovered secrets of nature still waiting to be explored. A naturalist is a student of natural history which includes the many things found in nature. The naturalist activity badge is concerned mainly with plants or animals. This badge helps the Webelos Scouts learn about the world of nature and develop an appreciation for it.

A naturalist stands like Columbus on the prow of his ship with a vast continent before him; except that the naturalist's world can be at his feet... a world to be discovered. It could be in the boy's back yard, a nearby park, the woods, fields or even a country roadside. It is inhabited with many kinds of insects, birds, plants, animals, trees, and other forms of life

A boy's interest in the badge may lead him into a hobby or vocation. It will help him prepare for the new adventures in the world of nature which he will find in the Scout troop.

DEN ACTIVITIES

- * Make an ant farm
- * Make an insect study laboratory
- * Make bird feeders
- * Make terrariums
- * Start a nature collection
- * Invite a conservationist to visit den meetings and talk about some phase of nature
- * Make a leaf collection...and leaf prints
- * Learn to identify poisonous plants and reptiles
- * Take a bird watcher's hike. Identify birds. make notes about location, species, etc.
- * Collect tadpoles; keep in aquarium and watch them grow
- * Make bird migration maps
- * Study wildlife homes
- * Make a list of all plants in a given area
- * Take a nature hike and look for animal tracks
- * Make plaster casts of the tracks

ABC HIKE

Write the letters of the alphabet down the side of a piece of paper then look for natural objects to match the letters.

MINI NATURE TRAIL

Make a mini nature trail using the features of your yard, campsite or picnic area. It should have 5 - 10 stations. At each station, the boys should find something, identify something or show knowledge of nature. Place a written poster at each station with the station number and instructions. Go along with the boys to help and encourage. Don't forget to remove your posters before you go home. Your Webelos might enjoy making a mini nature trail for the rest of the pack to enjoy at the pack meeting.

Find the following while on your trail:

Feather	Seed dispersed by the wind	Thorn
Something Round	Exactly 100 of something	Bone
Something soft	3 different kinds of seeds	Something that makes a noise
A sun trap **	Camouflaged animal or insect	Something fuzzy
Part of an egg	Something sharp	5 pieces of man made litter
Something beautiful	Something perfectly straight	A piece of fur
Something white	A chewed leaf (NOT by YOU!!)	Find an animal home
Find an animal track	Identify a tree, plant or flower	Find an insect
Identify a type of cloud	Determine the wind direction	Find something an animal eats
Find something yellow	Find something a bird could use in his nest	

** A sun trap is anything that absorbs the sun's heat

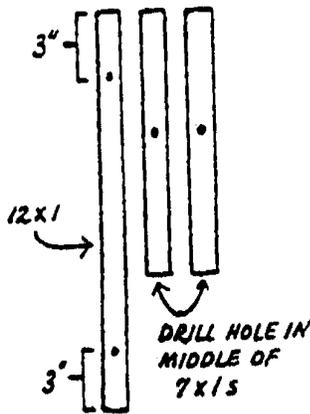
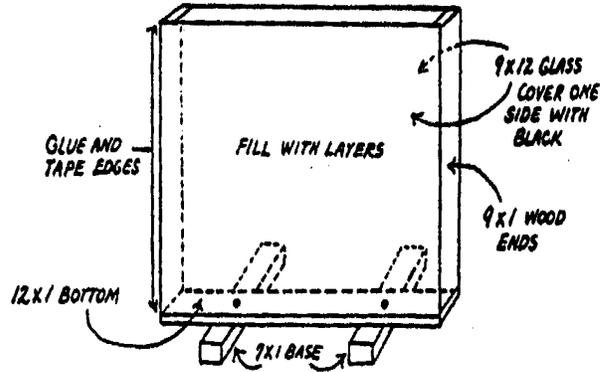
NATURALIST

(Outdoor Group)

PROJECT IDEAS

EARTH WORM FARM

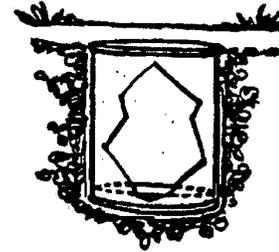
- Materials:** Two sheets of glass 9" x 12" (sides)
 Wood: 2 - 7" x 1" (base)
 2 - 9" x 1" (ends)
 1 - 12" x 1" (bottom)
 Screws (2)
 Electrician's tape
 Black poster board
 Sand
 Dirt
 Mulch
 Earthworms



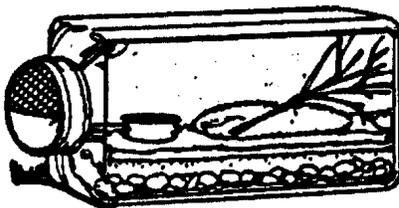
Drill holes in each 7" x 1". Drill holes three inches from each side of 12" x 1". Screw 7" x 1" pieces to 1" x 1". (See illustration) Place glue on wooden 9" x 1" and 1" x 1" and put glass in place; tape with electrician's tape. Cut and fold back poster board to cover one side. After dry, put in layer of mulch, sand, and dirt. Put in earthworms, carrots, lettuce, grass, etc. on small pieces. Earthworms will go to back side and by lifting cardboard, you can see how they tunnel and eventually mix the sand with the dirt.

BEEBLE TRAP

Sink a small can into the ground with the top level with the surface. Pour in a sweet mixture, such as molasses and water. Beetles and crickets will be attracted and fall in.



SPIDER CAGE



Use quart jar with metal screw top cut as shown. Put in layer of pebbles, then layer of sand, then thin layer of soil. Plant some moss and put in large twig for web spinning. Use bottle cap for water dish. Feed spider live flies, inch worms, and other small insects

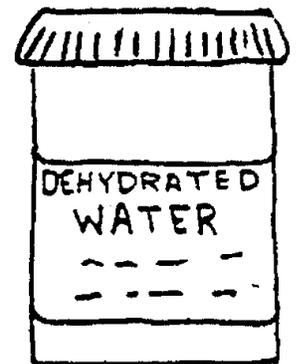
DEHYDRATED WATER TIE SLIDE

- Material:** Film canister
 Markers
 Self stick labels 1 1/2 and 4"
 PVC loop and Epoxy

Make up a can label with title as shown:

DEHYDRATED WATER
 Directions: Just add H₂O and stir until clear

Put label around can
 Epoxy PVC loop to back of can and label

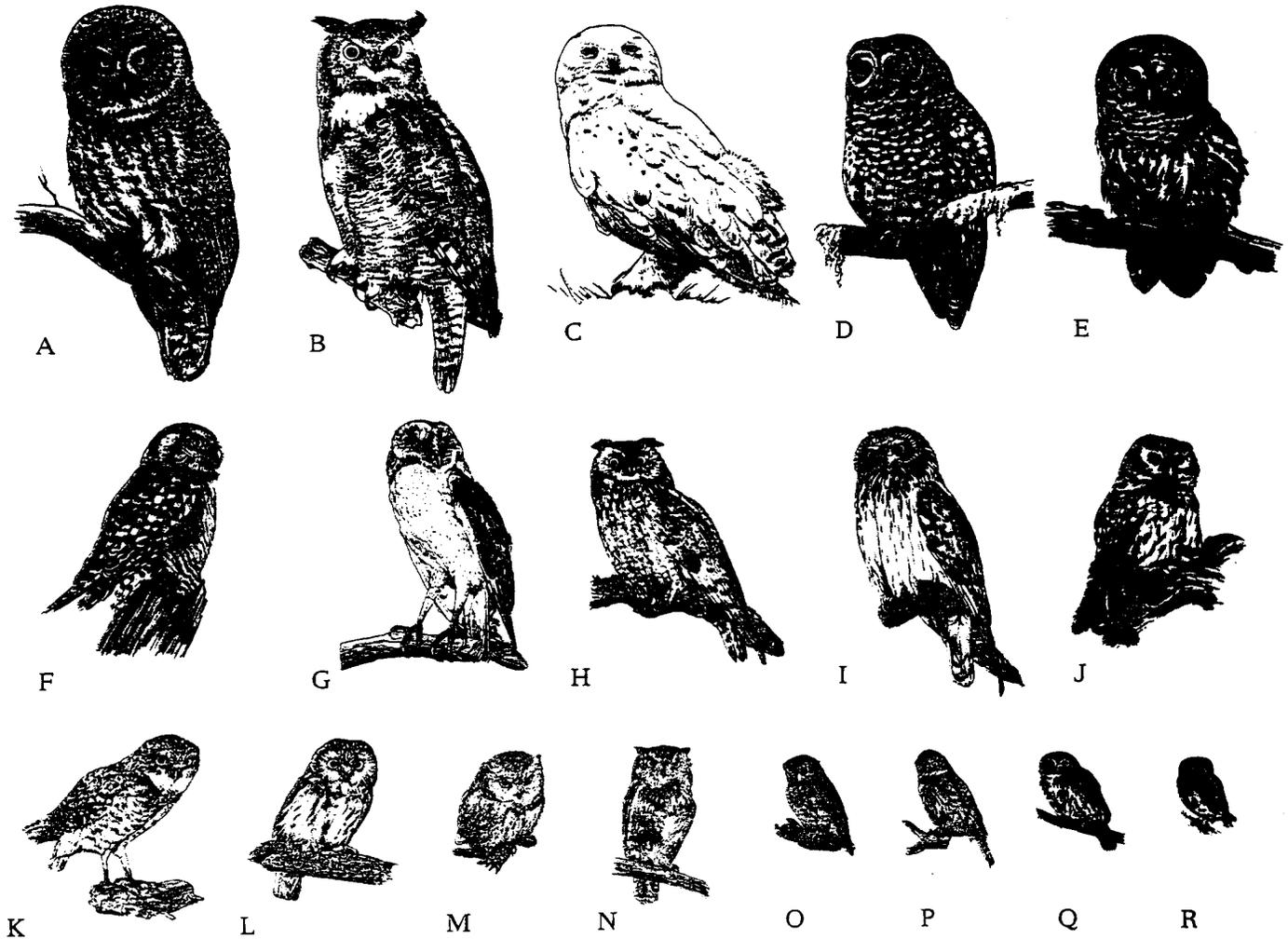


NATURALIST

(Outdoor Group)

Some people think that all small owls must be babies. Not true! Owls come in many sizes. Least Pygmy Owls and Elf Owls are no larger than house sparrows, even when fully grown

Great Horned Owls and Snowy Owls are larger than roosters. These owls stand about 2 feet (60 cm) tall. They have wing spans wider than your arms can reach (as wide as 5 feet) By six weeks old, the **owlets** (baby owls) are as big as adults. They still look fuzzy and babyish at that age.



LARGE: A. Great gray owl, B. Great horned owl, c. Snowy owl, E. Barred owl

MEDIUM: F. Northern hawk owl, g. Barn owl, h. Long eared owl, I. Short eared owl, J. Boreal owl

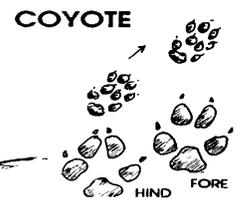
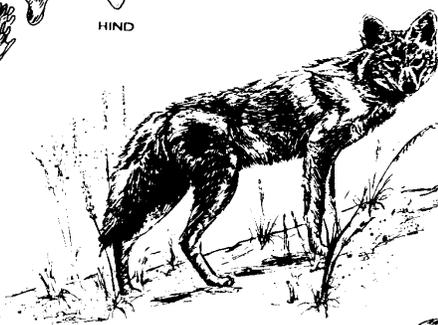
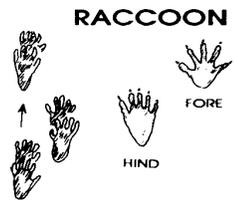
SMALL: K. Burrowing owl, L. Northern saw-whet owl, M,N. Eastern and Western screech owls, O. Flammulated owl, P. Northern pygmy owl, Q. Ferruginous pygmy owl, R. Elf owl

NATURALIST

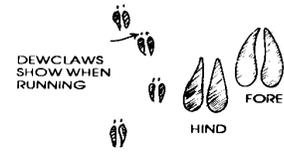
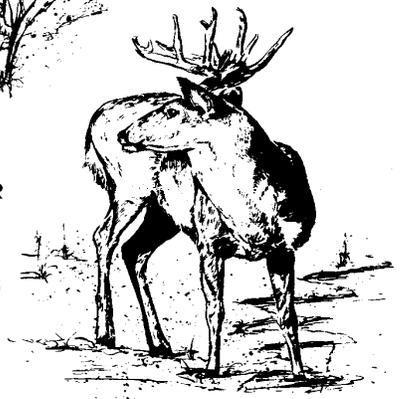
(Outdoor Group)

TEXAS TRACKS

DO YOU KNOW THEM?



WHITE-TAILED DEER



COLLARED PECCARY (Javelina)

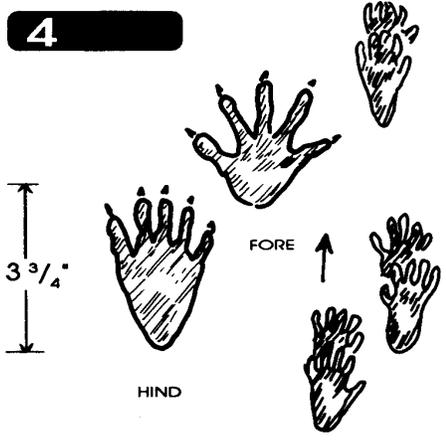
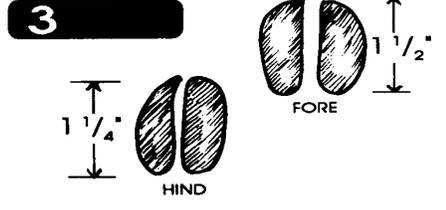
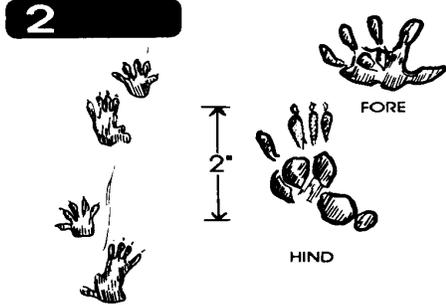
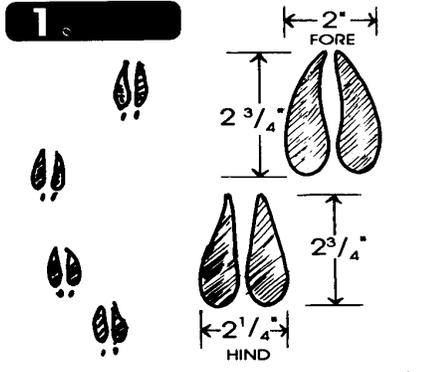


NATURALIST

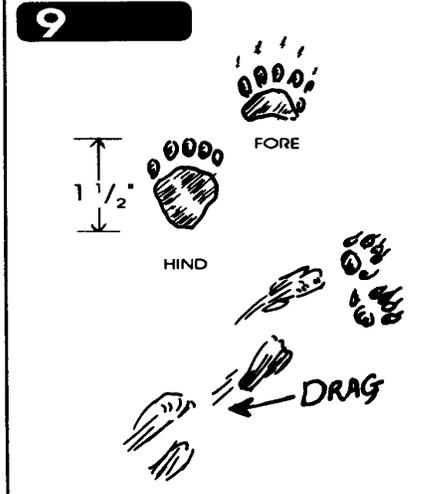
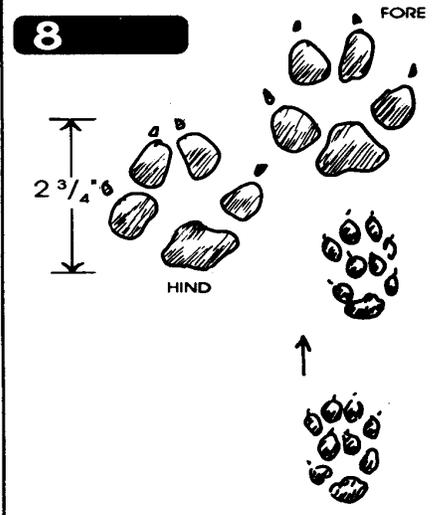
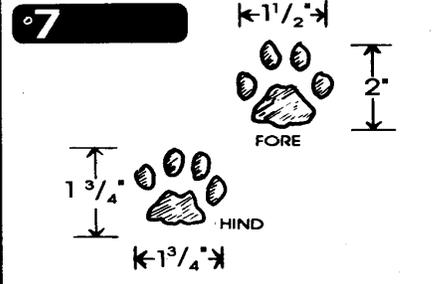
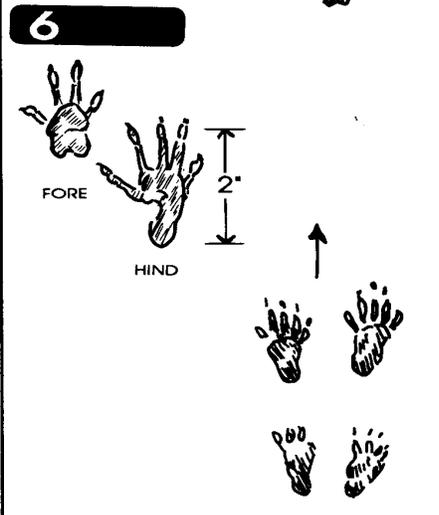
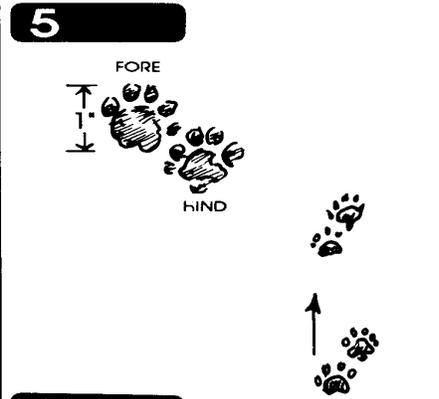
(Outdoor Group)

CAN YOU IDENTIFY THESE TRACKS?

Answers at the bottom of page.



You may know Texas wildlife, but do you know their tracks? Some like the rabbit and opossum are easily recognized. Others such as the coyote, collared peccary, and bobcat may be confused with their domestic look-alikes the dog, pig, and house cat. Tracks are easily followed in snow or loose sand. Prints made in soft mud are best for study.



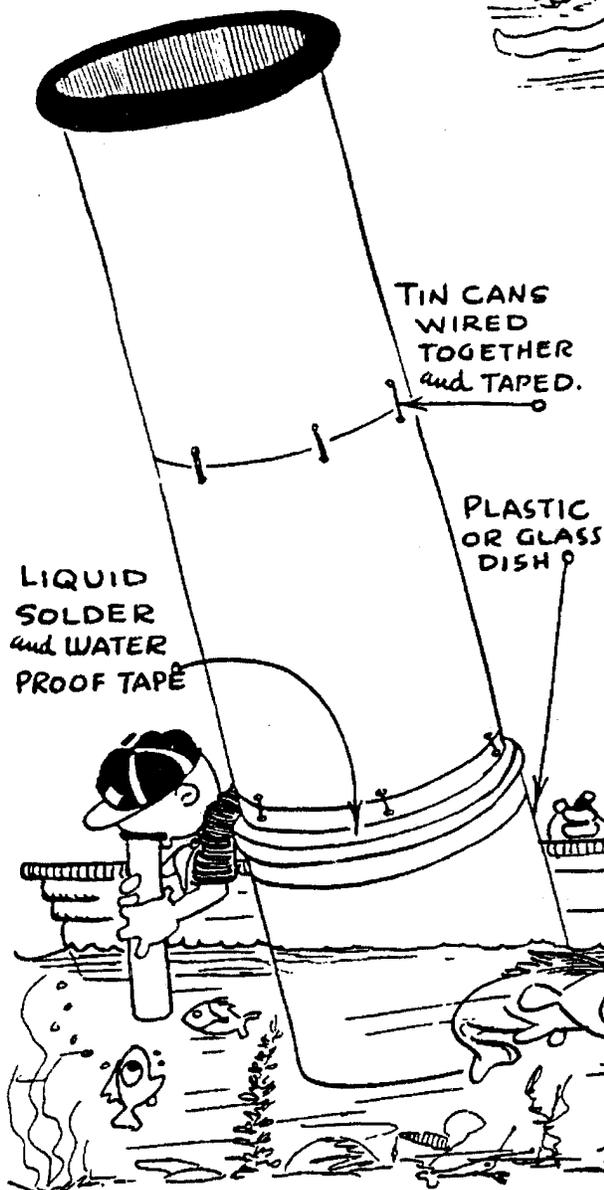
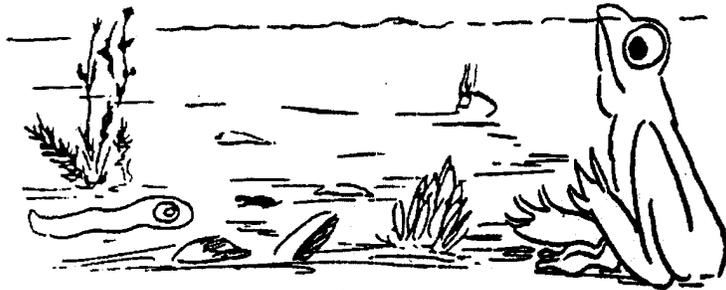
TEXAS PARKS & WILDLIFE DEPARTMENT
PWD-LF-C2000-001 12/93

1. White-tailed Deer 2. Opossum 3. Collared Peccary 4. Raccoon 5. Ringtail 6. Fox Squirrel 7. Bobcat 8. Coyote 9. Skunk

NATURALIST

(Outdoor Group)

Waterscope



You can see the wonders of the underwater world with your own homemade waterscope. By eliminating surface reflections, it allows you to see directly under water.

You can watch the movements of fish or study rocks and plants from your dock, rock ledge, or rowboat.

Cut out the ends of three fruit-juice cans. Align the seams. Place the cans end to end and fasten with wire and 1" waterproof tape.

Insert this cylinder in a jar made of transparent plastic or glass and make the joint water-tight with waterproof tape.

NATURALIST

(Outdoor Group)

OUTDOOR HAZARDS

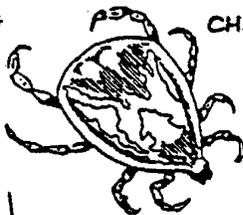


MOSQUITO*

* WASHIFIED

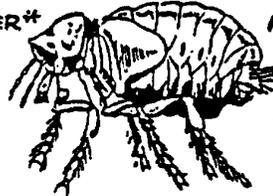
IF IT'S ANY CONSOLATION TO YOU WHEN YOU'RE SLAPPING AT THESE PESTS—REMEMBER, WHEN YOU BOP ONE IT'S BOUND TO BE A FEMALE BECAUSE ONLY "LADY" MOSQUITOES BUZZ AND BITE...SO FOR EACH ONE SOCKED, YOU'RE CUTTING DOWN THEIR UNWELCOME POPULATION.

WOOD** TICK

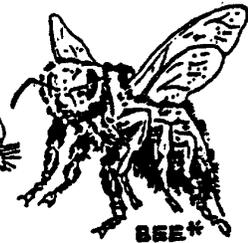


WATCH YOU DON'T CARRY A FEW BACK HOME AFTER A HIKE IN THE WOODS OR FIELDS.

CHIGGER*



ALSO CALLED A JIGGER, HARVEST MITE OR CHIGOE. BUT, BY WHATEVER NAME IT'S CALLED, IT'S A FLEA AND A PEST!

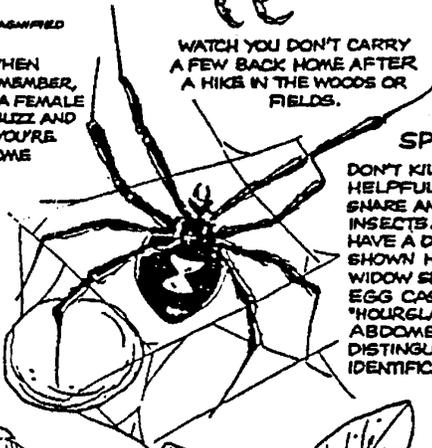


BEE*

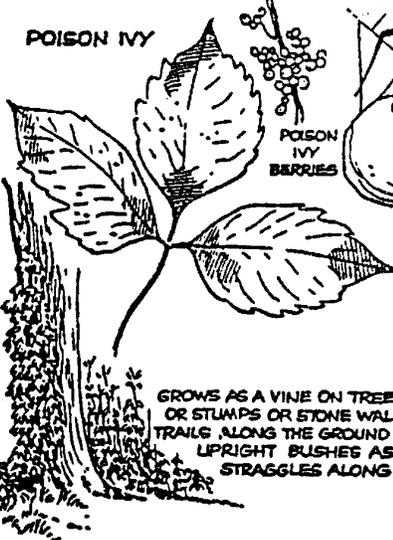
A HARD WORKING, BUSY, LITTLE WORKER WHO DOESN'T LIKE TO BE DISTURBED OR ROBBED. OF HIS PRODUCT. HONEY BEE OR BUMBLE BEE... LET 'EM ALONE AND THEY'LL LET YOU ALONE.

SPIDER

DON'T KILL ALL SPIDERS...THEY'RE HELPFUL TO MAN BECAUSE THEY SNARE AND EAT MANY HARMFUL INSECTS. ONLY A VERY FEW HAVE A DANGEROUS BITE. SHOWN HERE IS A BLACK WIDOW SPIDER WITH HER EGG CASE. NOTE THE "HOURLASS" ON HER ABDOMEN—HER DISTINGUISHING IDENTIFICATION.



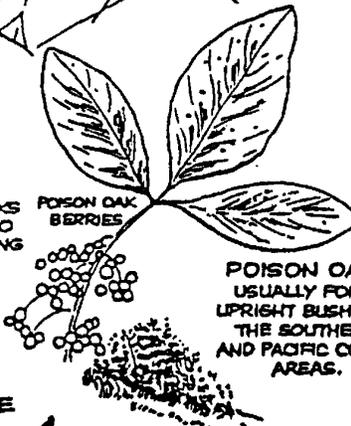
POISON IVY



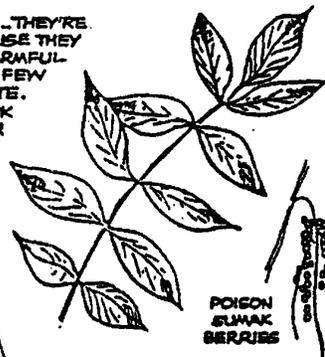
POISON IVY BERRIES

GROWS AS A VINE ON TREE TRUNKS OR STUMPS OR STONE WALLS, ALSO TRAILS ALONG THE GROUND FORMING UPRIGHT BUSHES AS IT STRAGGLES ALONG.

POISON OAK BERRIES



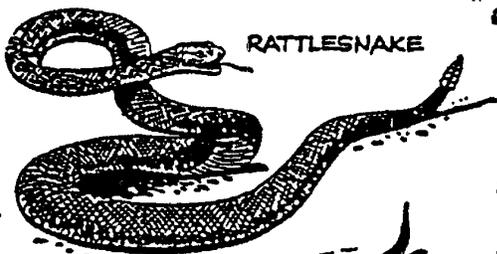
POISON OAK USUALLY FORM UPRIGHT BUSHES IN THE SOUTHERN AND PACIFIC COAST AREAS.



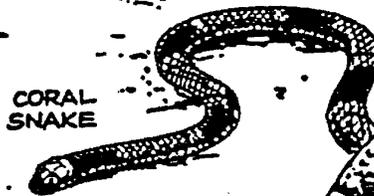
POISON SUMAC BERRIES

POISON SUMAC IS A COARSE, SCRUBBY TREE FIVE TO TWENTY FEET TALL

"LEAFLETS THREE, LET IT BE"



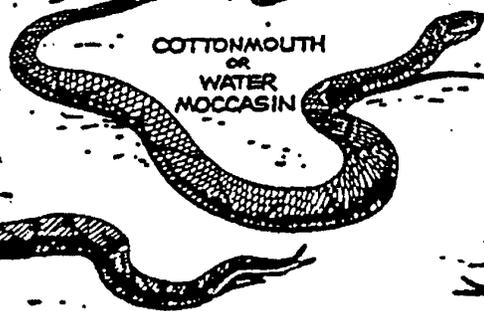
RATTLESNAKE



CORAL SNAKE



COPPERHEAD



COTTONMOUTH OR WATER MOCCASIN

LEAVING FOOD OR CANDY BARS UNCOVERED AT CAMP NIGHT WILL ATTRACT UNUSUAL VISITORS...



NATURALIST

(Outdoor Group)

Of the more than 13,00 kinds of snakes on earth, fewer than 40 types grow the special scales that turn into rattles at the ends of their tails. Rattlesnakes appear in every state except Alaska and Hawaii.

A naturalist doesn't need to travel far to study strange and dangerous reptiles. In the United States, we have some of the rarest poisonous reptiles in the world. Out of the 2500 species of lizards, only the Gila monster of the southwest and its close relative, the Mexican beaded Lizard, have poison glands. Compared to these rare creatures, the vipers and cobras in the rest of the world are as common as toads.



The fat, blunt-nosed, orange and black Gila monster is easy to spot as a dangerous species. No other lizard has skin that looks as much like Indian beadwork.



Aside from his deadly bite, there is another reason to leave the Gila monster alone. He is the only poisonous reptile in the world protected by law. You must have special permission to capture him.

The cottonmouth (or water moccasin lives close to the water. he has a thick body, heavy head and his mouth is white inside. Olive or brown with wide, dark color cross bans.

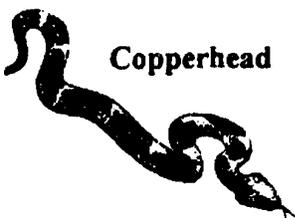
The Western, Prairie and Timber rattlers usually average from 3 -4' in length. The Western is gray, brown, tan or reddish with dark blotchy diamonds outlined in lighter color. He has clear black and white rings on his tail. The Prairie is green or olive brown with dark blotches instead of diamonds. His tail is half dark or ringed. The Timber is yellow, gray, tan or light brown. He has no markings on his head. He has dark brown cross bands, and may have a pale strip down his back.

The Massasauga rattler is smaller. usually ranging from 1 1/2 to 2 1/2' in length. He is gray, tan, yellowish with rows of dark spots having white edges. he has bars on his tail.

The Copperheads's name comes from the bronze or copper colored top of the head. He is usually 2 -3' long, but may grow to 4 -5'. He has a viper head, narrow neck, and is pinkish tan or orange brown with dark brown or red cross bands in an hour glass shape. Young snakes have yellow tails- older ones dark brown or black tails. He often slow to anger, but more people are bitten by Cooperheads than any other species of snake



Cottonmouth
or
Water Moccasin



OUTDOORSMAN

(Outdoor Group)

This activity badge is one of the most important. It is a taste of what awaits the Webelos Scout when he enters Boy Scouting. Don't miss this opportunity to spend some time with your Webelos and their adult partners. The Overnight camp-out takes some planning but is well worth it.

GAMES

NATURE TRAILING

Game leader clearly marks off an area no more than 200 yards in any direction from outing area. Anything beyond this area is off limits. One player sets off alone. As he walks, he scuffs up fallen leaves, bends twigs and impresses his footprint in wet or sandy spots, in order to leave a trail that others may follow. After 3 to 5 minutes, all other set out to find the trailblazer. They try to follow his trail whether individually or in groups. Meanwhile, the trailblazer hides or returns to the outing area and hides. First player to spot him is the winner.

ROADSIDE OBSERVATIONS

As hike begins, each player picks up ten small stones or pebbles which he carries in one hand. During the hike, game leader points out some natural object- a kind of leaf, fern, or flower- without identifying it. He calls on one of the players to name the item. If the identification is correct the hiker can drop one of his pebbles. If not, the next hiker gets a chance to name the object. The game continues in this manner until one of the hikers has dropped all his pebbles.

CLOCK HIKE

Each boy picks a time, then using a compass with north as 12 o'clock, you simply hike a predetermined number of paces that the "time" dictates. Then use the next boy's selected time for the new direction. Teaches a little of compass usage and provides some exposure of what they will get into in Scouts.

MEMORY HIKE

Take a short hike in the area near the den meeting site. While on the hike the leader points out several things of interest. Return to the meeting room and hand out pencil and paper. Have each of the boys list as many of the items pointed out on the hike as he can remember. The one with the most correct items wins. In large groups the boys can work as teams, with each team compiling a list.

TIE SLIDE

THE SQUARE KNOT

Cut a circle of paneling and drill four holes in it. Pass the two ends of the rope through the holes to the front. (Leave enough slack on the back to pass the scarf through) Tie the square knot, pass the loose ends through the holes to the back and glue down.

OUTDOOR UTENSILS

Webelos can make simple cooking tools for their first Den outing.

HOMEMADE MESS KIT

Staple together two aluminum foil pie plates for thickness. Staple together two more. Use one double thickness for top or mess kit, the other for the bottom. Fasten together on opposite sides with paper clamps.

Tie a leather shoelace through hole in one paper lamp to make a strip to hang on belt or bicycle handlebar.

This mess kit will hold pill bottle set of salt and pepper shakers, a collapsible cup, and plastic fork and spoon.

SALT AND PEPPER CONTAINERS

Use plastic pill bottle, about 2 1/2" high and at least 1 1/4" in diameter. Make holes in the lid with a large needle. These bottles can also be covered with Popsicle sticks which have been cut to fit below the lid. Write salt or pepper on each with a permanent marker.



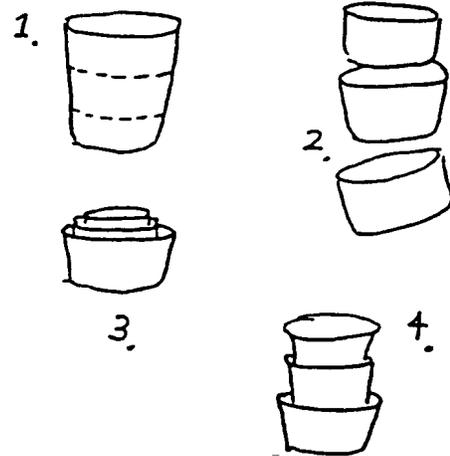
OUTDOORSMAN

(Outdoor Group)

OUTDOOR UTENSILS Continued

COLLAPSIBLE CUP:

1. Cut a Styrofoam cup into 3 pieces as shown.
2. Fit each piece inside the other, in reverse order, using the largest piece as the bottom.
3. This is how the folded cup looks.
4. Pull upwards on outside piece and you will have a



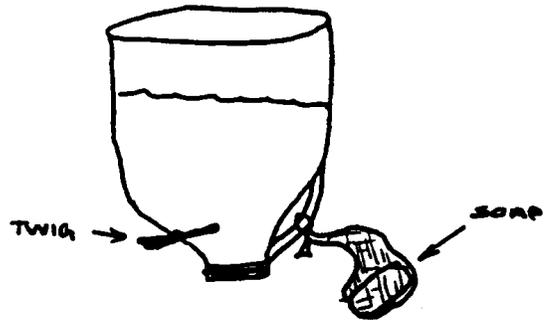
ROASTING TOOLS

Wiener or marshmallow roasting utensils are made from wire coat hangers which have had the paint sanded or burned off. Handles are either pieces of wooden dowel or spools glued together. Be sure the holder is long enough so that you can stand back from the fire when using it.

HAND WASHER

*Material needed: 1 large bleach bottle or milk jug
1 bar of soap
leg of old panty hose
string and knife
1 roll of paper towels
1 sturdy stick and small twig*

Punch a hole in each side of the bottom of the bleach bottle or milk jug. Run a string through one hole and out the other. Wrap each end of the string around the ends of a sturdy stick. First slide the roll of paper towels onto the stick. Bring ends of the string together and tie. Then hang over tree limb.



Slip the bar of soap into the toe of the panty hose. Tie to handle of the bottle. Punch a small hole about 1" from the bottom and plug with a small twig (or golf tee). Remove twig to use. You may wish to tie the twig to the handle with string so as not to lose it.

CAMPOUT PREPARATION GUIDE FOR WEBELOS LEADERS

All Webelos camping is to be done on a one on one basis. Every boy will have an adult partner with him.

1. PREPARE YOURSELF

The material found in this section guide will help you in preparing yourself for Webelos overnight camping; however, do not rely on this as your only source of information. There is valuable information to be found in the *CUB SCOUT LEADER BOOK* on this subject, as well as attending *OUTDOOR WEBELOS LEADER TRAINING*.

A. Select the date and camping facility. This should be done well in advance so that the necessary permits and reservations can be made. *Always remember to file a tour permit.*

B. Enlist the assistance of others- assistant den leaders, parents, Webelos den chiefs, troop Webelos resource person, activity badge counselor, etc. in planning the details of the campout.

OUTDOORSMAN

(Outdoor Group)

CAMPOUT PREPARATION GUIDE FOR WEBELOS LEADERS *Continued*

2. PREPARE THE BOYS

Preparing the boys goes beyond just informing them that a campout has been planned. The period of preparation for the campout offers many opportunities to introduce materials and develop skills that will be helpful in their Webelos training. Some examples are listed below:

A. Discussing the campout with the den will help satisfy one of the requirements of the Outdoorsman Activity badge. "With your family or den, plan and participate in an evening activity which includes a campfire."

B. Teach the boys the rules of fire safety. This will help satisfy another requirement: "Know and practice the rules of fire safety." An excellent set of fire safety rules is found in the Outdoor Code. A review of the Outdoor Code will not only help prepare Webelos Scouts to be good campers, but will introduce them to Boy Scout requirements.

C. Teach the boys the taut line hitch. They will need to know this knot in setting up their tents and it will help them in learning more of their Scout knots. Enlist the help of the Den Chief.

D. Plan ahead for campfire program activities. (Songs, skits, stunts). If your den is taking part in an overnight where other dens will be in attendance, or with a troop, you will probably be called upon to participate in the campfire program. If you are camping alone, you will still need a planned campfire program. The Den Chief will be helpful in coming up with suitable ideas. Be certain all activities and actions uphold the ideals of Scouting. It is a good idea to preview the skits prior to performance before the group.

E. At least a week before the campout, send home with each Webelos Scout an individual checklist, along with a letter giving final details about the campout.

3. PREPARE THE ADULT PARTNERS

Preparing the adults is equally important as preparing the boys. The end result will be a smoothly run campout with everyone knowing what is to be expected of them. Properly informed adults will reduce the load of responsibility on the Webelos leader.

Information is best imparted at an informal meeting with the adults. Contact can be made by letter or telephone, inviting them to the meeting. This meeting should be held at least two weeks prior to the campout. This will allow a fairly good estimate to be made of how many adults and Webelos will be going and should be close enough to the campout date so that last minute changes in plans can be avoided. If all adults cannot attend this meeting be certain they receive the necessary information.

THE MEETING AGENDA SHOULD COVER THESE ITEMS:

1. Date of Campout.
2. Location- Cover in detail. Provide maps if necessary. Decide if transportation will be on a individual father and son basis or some other method. Carpooling will save on gasoline expenses.
3. Time and Place of Rendezvous- Also announce the estimated time of arrival back home after the campout.
4. Schedule of Events - Involve the dads in deciding what type of activities will be included in the campout. For example:

NATURE HIKE

ACTIVITY BADGE WORK

FISHING

ADVANCEMENTS

OUTDOORSMAN (Outdoor Group)

THE MEETING AGENDA SHOULD COVER THESE ITEMS Continued

5. Menu for Webelos Scouts and adults - Keep the menu simple, remembering that each adult and Scout will cook, eat, and clean up together. This satisfies the requirement "With your parents or other adult, help prepare and cook your own lunch or supper outdoors and clean up afterwards." It is a good idea to suggest that similar (though not necessarily identical) meals be planned by all involved. At least two meals involving some cooking should be anticipated. A sack lunch can be used for Saturday noon, and a light snack used prior to returning home Sunday afternoon, if necessary.

6. Equipment - Each adult should have a personal equipment checklist similar to the boy's

7. Fire Wood - If firewood is in short supply at the camping location, make sure everyone brings their own.

The adult's meeting can also be an excellent time to get better acquainted. Perhaps some of the adults have experience or talent which will be beneficial on the campout. Give them a chance to take the leadership in activities such as nature hikes, fishing, etc.

ONE FINAL NOTE _ This is a planning meeting. To accomplish the most in the least amount of time, make it for ADULTS ONLY. Take time at this meeting to discuss BSA policy regarding alcohol and controlled substances, liquid fuels, firearms, and the use of tobacco at a scouting campout.

4. SUMMARY

Aside from the fun the boys will experience on the overnight campout, they should complete enough requirements to earn the Outdoorsman Activity badge by the time they return home.

In addition certain requirements for other badges can be accomplished while on a campout. For example:

GEOLOGIST - Collect 5 geological specimens that have important uses.

NATURALIST - Be able to identify the poisonous plants and reptiles in your area. Observe wild animals in their natural habitat. Describe what you saw and what they were doing.

FORESTER- Identify 6 forest trees and tell what useful wood products come from them.

TRAVELER- Make a list of 4 nearby trips. Act as navigator on one of them at least 25 miles long. Pack a suitcase for the trip. Check the First Aid kit in the car.

AN IMPORTANT REMINDER

Boy Scout troops can provide valuable assistance and resources for Webelos overnight campouts. The troop Webelos resource person can make arrangements for the loan of troop camping equipment and can help recruit additional personnel needed for the campout. In addition, Boy Scout publications are a great source of information. The Official Scout Handbook and Field Book as well as Boy's Life are just some of the resources available. Remember- these are only resources. Avoid making the Webelos outing a Boy Scout outing.

OUTDOORSMAN

(Outdoor Group)

WHAT TO DO WHEN LOST IN THE WOODS

A CLEAR HEAD WILL FIND ITSELF. If everyone remembered this, there would be fewer reports of persons lost in the mountains and forests, according to the United States Forest Service rangers.

Merely being out of sight of others in a strange forest gives many a man the creeps-- a natural feeling but a dangerous one. Never yield to it. In the mountains the grip of panic is too often the grip of death.

"Finding oneself when lost is the test of a man" says a veteran of the Forest Service who has seen men, women, and even children save themselves by sheer pluck and presence of mind. Loss of mental control is more serious than lack of food, water, or clothing or the possible proximity of wild animals. The man who keeps his head has the best chance to come through in safety.

THE FOLLOWING HELPFUL RULES ARE WORTH REMEMBERING:

- * Stop, sit down, and try to figure out where you are. Use your head, not your legs.
- * If caught by night, fog, or a storm, stop at once and make a camp in a sheltered spot. Build a fire in a safe place. Gather plenty of dry fuel.
- * Don't wander about. Travel only downhill.
- * If injured, choose a clear spot on a mountain and make a smoke signal.
- * Don't yell, don't run, don't worry, and above all, don't quit.
- * Have everyone wear a whistle that is only to be blown in an emergency. This way you won't be yelling and losing your voice
- * Find a big tree and "hug it". You are safer to stay in one spot if at all possible.

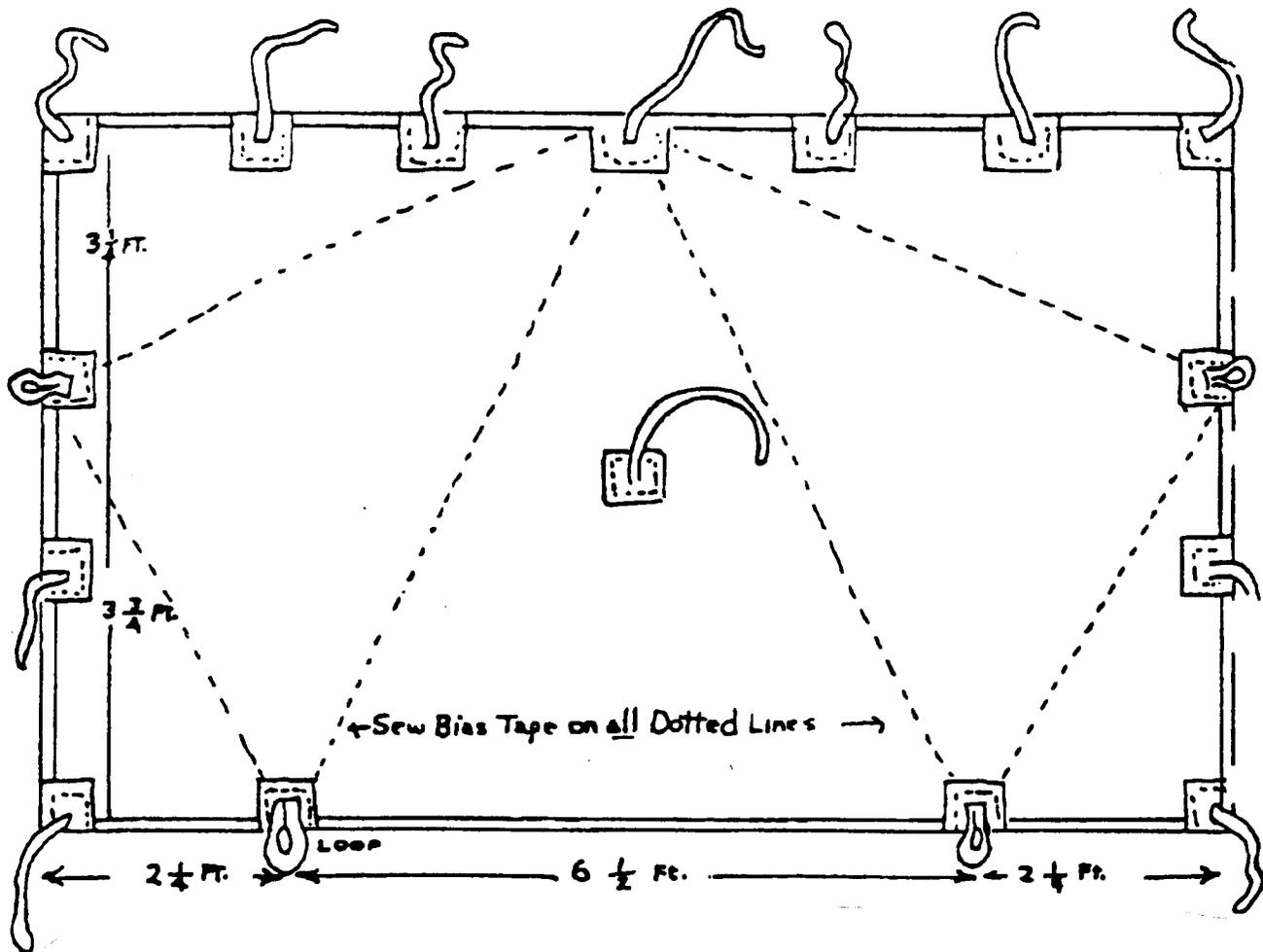


OUTDOORSMAN

(Outdoor Group)

THE "SEVEN WAY" CUB TENT

DRAWN TO THE SCALE OF 5/8 INCH EQUALS 1 FOOT



This tent may be pitched seven different ways. Ordinary bias tape is sewn on dotted lines. Permanent loops are sewn where the loops are drawn on the tent. "Tie Pieces" of 5/8" wide cloth are sewn at the other places indicated on the drawing. Places where the tie pieces and the loops are attached are reinforced by sewing on square patches of cloth. Ropes of various lengths are tied to the tie pieces and loops for pitching the tent in the various ways indicated on the next page.

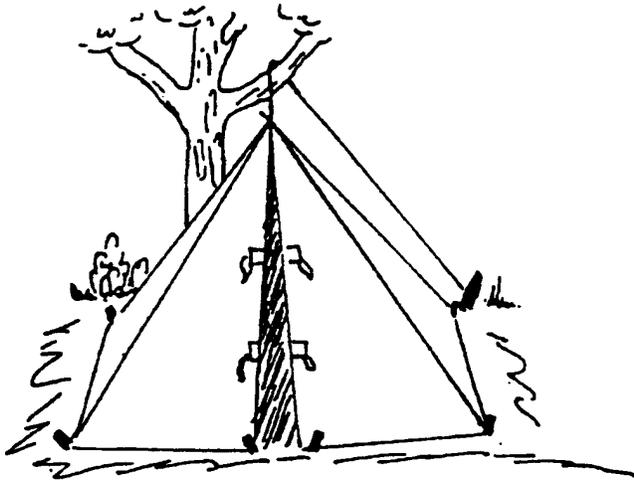
The overall dimensions of the tent are 7 by 11 feet. It may be made from any material desired: inexpensive muslin is recommended. The Cub method of waterproofing follows: Rub with paraffin and press with a warm (not hot) iron.

The next page shows several ways in which this tent can be used and the Webelos should be encouraged to practice these in his backyard camping or while on hikes with his parents.

OUTDOORSMAN

(Outdoor Group)

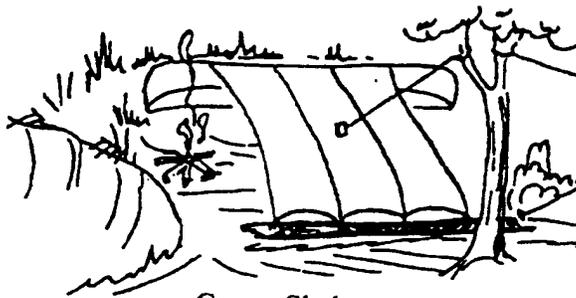
SEVEN WAYS TO PITCH THE CUB TENT



For Winter
(Tie flaps together)



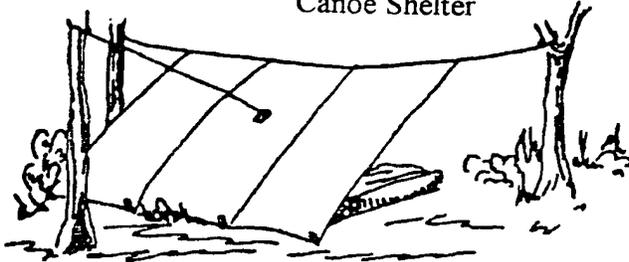
For Summer
(Cover front with mosquito netting)



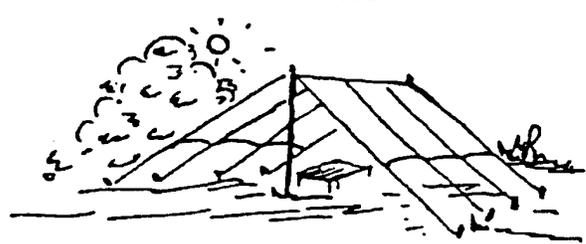
Canoe Shelter



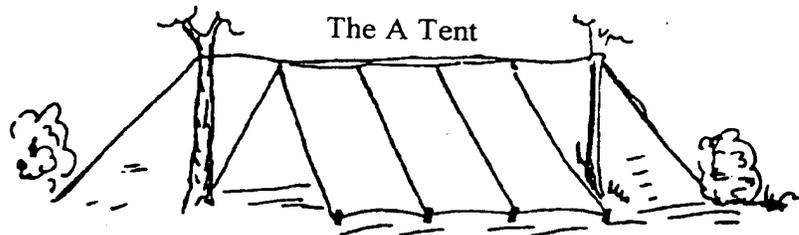
Modified Forester's



Lean-To



Sun Shelter



The A Tent

OUTDOORSMAN

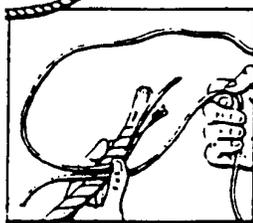
(Outdoor Group)

KNOTS

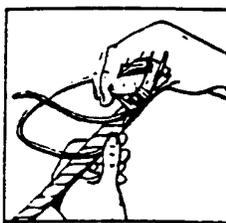
BEFORE TYING KNOTS
LEARN HOW TO

WHIP

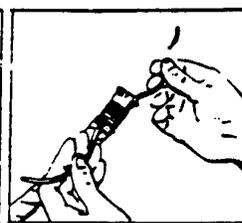
A ROPE TO KEEP IT
FROM UNRAVELING



MAKE A LOOP OF TWINE AND PLACE AT END OF ROPE.



WRAP TWINE TIGHTLY AROUND ROPE STARTING 1/4 INCH FROM ROPE END.

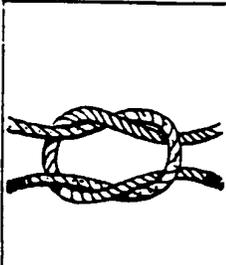


WHEN WHIPPING IS AS WIDE AS ROPE IS THICK, PULL OUT ENDS HARD. TRIM OFF TWINE CLOSE TO WHIPPING.



THESE ARE SOME USEFUL KNOTS

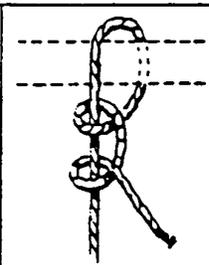
FOR OTHERS, SEE THE SCOUT FIELD BOOK AND HANDBOOK FOR BOYS



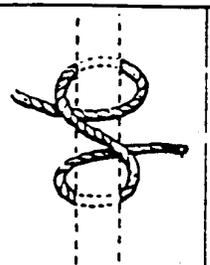
SQUARE KNOT
FOR TYING ROPES OF EQUAL THICKNESS. VERY USEFUL IN FIRST AID.



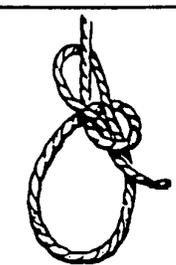
SHEET BEND
FOR JOINING TWO ROPES TOGETHER OF DIFFERENT THICKNESS.



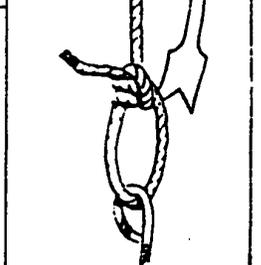
TWO HALF HITCHES
FOR TYING A ROPE TO A POLE OR RING.



CLOVE HITCH
FOR SECURING BOATS - FOR LASHINGS.



BOWLINE
FOR FORMING A LOOP THAT WON'T SLIP UNDER STRAIN. EASILY UNTIED.



TAUTLINE HITCH
FORMS A LOOP WHICH WILL NOT SLIP WHEN ROPE IS TIGHT.

HERE'S HOW TO TIE THEM



SQUARE KNOT
TWIST LEFTHAND ROPE END OVER, BEHIND, UNDER RIGHT HAND ROPE.



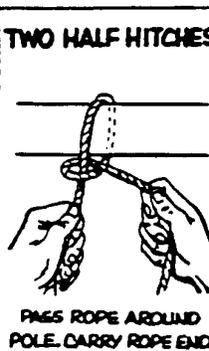
AGAIN TWIST SAME END AS BEFORE... OVER, BEHIND, UNDER. LEFT OVER RIGHT - RIGHT OVER LEFT!



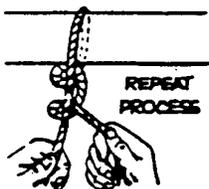
SHEET BEND
FORM A BIGHT (LOOP) ON THE HEAVIER ROPE. BRING OTHER LINE END THROUGH LOOP, TWIST IT OVER AND UNDER LOOP.



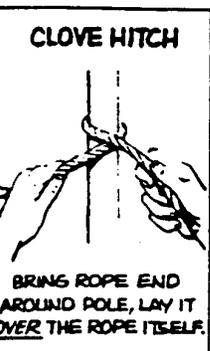
THEN BRING SMALL LINE IN UNDER ITSELF.



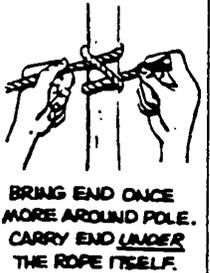
TWO HALF HITCHES
PASS ROPE AROUND POLE. CARRY ROPE END OVER AND UNDER AND THROUGH LOOP THUS FORMED.



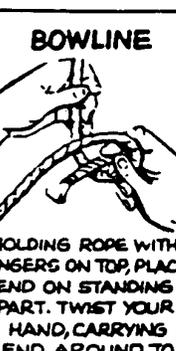
REPEAT PROCESS



CLOVE HITCH
BRING ROPE END AROUND POLE, LAY IT OVER THE ROPE ITSELF.



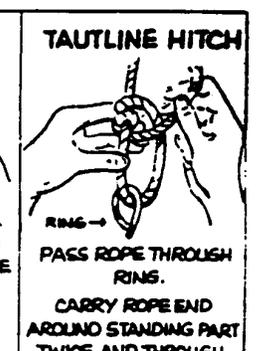
BRING END ONCE MORE AROUND POLE. CARRY END UNDER THE ROPE ITSELF.



BOWLINE
HOLDING ROPE WITH FINGERS ON TOP, PLACE END ON STANDING PART. TWIST YOUR HAND, CARRYING END AROUND TO FORM LOOP.

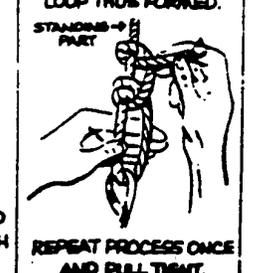


BRING END AROUND ROPE DOWN THROUGH LOOP.



TAUTLINE HITCH
RING -> PASS ROPE THROUGH RINGS.

CARRY ROPE END AROUND STANDING PART TWICE AND THROUGH LOOP THUS FORMED.



STANDING -> PART

REPEAT PROCESS ONCE AND PULL TIGHT.

OUTDOORSMAN

(Outdoor Group)

USDA Forest Service LEAVE NO TRACE

Booklets are available at your local USDA Forest Service. Cub Scout must pass the Forest Service test with a score of greater than 70%. Leaders may order patches (.90) and etc. from Unique Expression, 7117 South 400 West SLC, Utah. 84047, Phone 1-801-566-1077. Get videos, pamphlets, posters, etc. from the national Outdoor leadership School. P.O. Box AA, Lander, Wyoming, 82520. 307-332-6973.

TRUE OR FALSE

- T F 1. A wilderness looks natural and is in an area where you can find solitude without loud noise and ugly trash.
- T F 2. "Leave No Trace" means you will leave no marks of your visit and your campsite will be left clean and natural looking.
- T F 3. Pre-trip planning will help you "leave no trace" of your visit.
- T F 4. It is best to visit wilderness areas in large groups of 25 or more.
- T F 5. It is better to build fires in wilderness areas than to carry your own small stove.
- T F 6. Since the back-country is so large and spacious, radios, loud games, and lots of shouting will probably not disturb others.
- T F 7. You can avoid polluting streams and campsites by tying or picketing horses away from these areas.
- T F 8. Horses should be tied to young small trees since they are not easily damaged.
- T F 9. Earth-tone colors such as rust, brown, and green blend in best with the forest.
- T F 10. Cutting across trail switch backs causes soil erosion and mars the scenery.

MULTIPLE CHOICE (Choose the best answers)

- The two basic elements to leaving "No Trace" of your visit are: (choose two)
 - Be inconspicuous
 - Wash your dishes in the nearest stream or lake
 - Bury your garbage
 - Leave your campsite looking like no one had been there
- The size of the group you go with is important. There should be no more than:
 - 25 people
 - 10 or 12 people
 - 4 people, one dog, three parakeets, and 4 horses
- When selecting a site for your camp,
 - Get as close to the supply of water as possible
 - Camp close to a trail so you won't get lost
 - Camp at least 200 feet from lakes, streams, and trails
 - Camp in the open so the sun will warm your tent
- While you are at your camp you should: (choose two)
 - Be as inconspicuous as possible
 - Build new fire rings since the old ones look unsanitary
 - Build lean to's and benches for convenience
 - Bury human waste 6 to 8 inches deep; at least 200 feet from camp and sources of water



OUTDOORSMAN

(Outdoor Group)

USDA Forest Service LEAVE NO TRACE Continued

MULTIPLE CHOICE (Choose the best answers)

5. Most people go to the wilderness area to:
 - a. Exercise and get in good condition
 - b. Save money because Disneyland and New York are too expensive
 - c. Get away from the crowds and noise of city life

6. The best times to go to the wilderness areas:
 - a. During the week rather than on weekends
 - b. Early in the season
 - c. Late in the season
 - d. All of the above

7. When choosing camping equipment, you should select:
 - a. Equipment that is bright and shiny so you can find it in the forest
 - b. Equipment that is old and worn so it is comfortable
 - c. Equipment that has dark earth tone colors

8. In planning your food supply, you should:
 - a. Make sure the food is in air tight cans or bottles
 - b. Re-pack foods in light weight bags of plastic.
Use dried or freeze dried foods
 - c. Take several kinds of canned soft drinks since they are light weight and high in sugar for quick energy

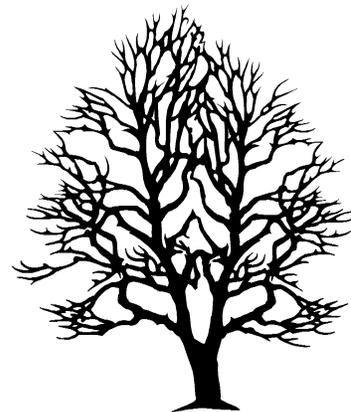
9. When traveling in the wilderness, you should:
 - a. Always stay on the main trail and avoid short cutting across trails
 - b. Be quiet
 - c. Keep pets under control at all times
 - d. All of the above

COMPLETE THE FOLLOWING BY FILLING IN THE BLANKS:

1. The main reason "No Trace" camping is being emphasized is:
 - a.
 - b.

2. Activities that are not appropriate in the wilderness areas are:
 - a.
 - b.
 - c.

3. Name three things which should be included in your plans for a wilderness camping trip or experience:
 - a.
 - b.
 - c.



OUTDOORSMAN

(Outdoor Group)

USDA Forest Service LEAVE NO TRACE Continued

COMPLETE THE FOLLOWING BY FILLING IN THE BLANKS:

4. Describe how you should do the following:
 - a. Wash or take a bath
 - b. Dispose of trash that can't be burned
 - c. Dispose of human waste

ANSWERS

TRUE OR FALSE (4 points each correct response)

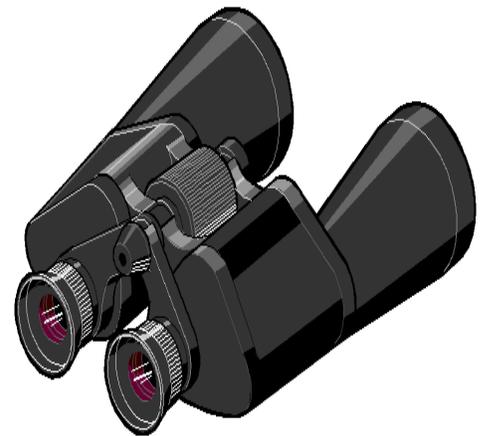
1. True 2. True 3. True 4. False 5. False 6. False 7. True 8. False 9. True 10. True

MULTIPLE CHOICE (4 point each correct response)

1. a & d 2. b 3. c 4. a & d 5. c 6. d 7. c 8. b 9. d

FILL IN THE BLANKS (6 points each)

1. To protect the wilderness from damage and preserve solitude so others can enjoy it also
2.
 - Loud music
 - Loud noise
 - Building lean to's and other structures
 - Not properly disposing of human waste
 - Leaving trash
 - Traveling in groups larger than 10-12
 - Cutting across trail switch backs
 - Disturbing other visitors and wildlife
 - Washing dishes and hands in lakes and stream
 - Leaving traces of your visit
 - Hanging sign or ribbon, tree carving
 - Camping closer than 200 feet to a trail, lake, or stream
 - Ditching around tents
 - Building large fires
 - Tying horses to small trees
 - Burying cans and bottles
 - Letting pets run loose
 - Picking flowers
3.
 - Purchase earth tone or dark colored equipment
 - Plan to go in small groups
 - Use a small gas stove
 - Take a trowel to bury human waste
 - Repack food in small light weight disposable containers
 - Avoid weekends and holidays
 - Go in areas that are less popular
 - Obtain information from the nearest forest ranger station where you can go
 - Take bags to carry out trash
 - Camp away from trails, streams and lakes
 - Picket or hobble horses
 - Leave pets at home
4.
 - Wash away from lakes and streams
 - Pack out trash, do not bury it
 - Dig a small hole 6 to 8" deep at least 200 feet from water, camp, and trails.
 - Cover fecal material with soil



OUTDOORSMAN

(Outdoor Group)



THE OUTDOOR CODE

As an American. I will do my best to:

Be clean in my outdoor manners

*I will treat the outdoors as a heritage. I will try to improve it for myself and others.
I will keep my trash and garbage out of America's waters, fields, woods, and roadways.*

Be careful with fire

*I will prevent wildfires. I will build my fire in a safe place and be sure it
is out before I leave.*

Be considerate in the outdoors

*I will treat public and private property with respect. I will remember that use of
the outdoors is a right that I can lose by abuse.*

Be conservation minded

*I will learn how to practice good conservation of soil, waters, minerals, grasslands,
wildlife and energy. I will urge others to do the same.*

READYMAN

(Community Group)

"It is better to prepare and prevent, then to repair and repent." The Readyman activity badge helps the Webelos "Be Prepared" for basic emergencies. He learns first aid. He learns how to swim and drive his bike safely, without danger to himself or others. He learns how to make his home safe and the safety rules for passengers in a car.

DEN ACTIVITIES

- * Have the Webelos talk to the Wolf and Bear dens about the 7 safety rules to remember while riding in a car.
- * Put together a first aid kit for your den to take on outings.
- * Plan a fire, tornado, flood, etc. escape drill for where you meet.
- * Locate, on a map, the nearest emergency medical facilities to your den meeting place.
- * Locate and call the nearest medical facility to your den's outing locations.
- * Sponsor a bike safety rodeo for the pack.
- * Go to pharmacy and purchase latex or vinyl gloves and mouth barrier devices for each Webelos to use in their personal first aid kits and the den's first aid kit.
- * Have a doctor, nurse, EMT, or First Aid Instructor explain proper disease transmission prevention protocols and proper disposal of contaminated waste.
- * Teach the Webelos to recognize the symptoms of a heart attack, and call for advanced medical assistance.
- * Have a medical professional come and speak on the four hurry cases and what to do in an emergency:
 - Stopped breathing
 - Severe bleeding
 - Poisoning by mouth
 - Heart Attack
- * Have someone involved in a bike club, store or police unit come and discuss care and maintenance of a bike. Also safety equipment, bike inspections, bike identification, and the rules of the road

DEN OUTING

1. Visit a local emergency center in your area i.e., fire station, police station, civil defense center, hospital, etc.
2. Visit a police, fire, or medical BSA explorer Post in your area.
3. Go to a medical fair or exhibit.
4. Visit a pharmacy and speak with the pharmacist.



SPECIAL SPEAKERS

A Paramedic/EMT
911 Dispatcher
CPR/ First Aid Trainer
Scout troop
Handyman

Police officer
Doctor or Nurse
Civil Defense worker
Red Cross employee
Electrician

Fireman
Lifeguard/Water Safety instructor
Poison Control Center worker
Utility/ Gas company employee
Bicycle shop employee

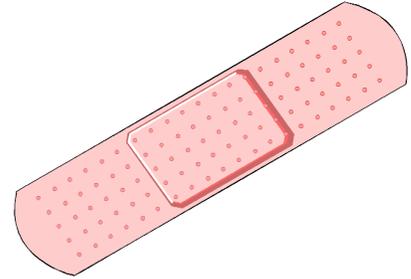
READYMAN

(Community Group)

TIE SLIDE

BAND AID

Materials needed: *Tongue depressor (cut to size of regular band aid)*
 Band Aid
 1/2" PVC pipe
 Hot glue gun and glue



Take band aid and adhere to tongue depressor.
 Glue PVC pipe piece to back.

EMERGENCY CONTACT CARD

Each Webelos makes and posts an emergency contact card by each phone in their home and in their personal and den first aid kit

Name		
Address		
City		
State/Zip		
Home Phone		
Parent's Work #		
	Emergency	Phone Number
	Police	
	Fire	
	Ambulance (Medical)	
	Utilities (electricity, gas, etc.)	
	Rescue Squad	
	Poison Control Center	
Family Doctor		Dr. _____ @ _____
Friendly Neighbor		Mr/Ms _____ @ _____
Friendly Neighbor		Mr/Ms _____ @ _____
Friendly Neighbor		Mr/Ms _____ @ _____

GAME

Make an emergency scene with toy cars and people. Cover the scene with a sheet and allow each Webelos Scout to observe the scene for 15 seconds. Have each Webelos make an emergency call to the den leader, who is playing the part of the emergency dispatcher. Score the Webelos on their powers of observation and correctness of the emergency phone call

READYMAN

(Community Group)

BIKE RODEO

BICYCLE SKILLS TEST

Safety Tests- Include an area where each rider is tested on his knowledge of signals, stops signs and proper maneuvering on the street. Check your local police department to see whether a traffic officer can be assigned to judge and coach the Cub Scouts.

Slalom Test- The rider weaves through a set of 5 to 12 blocks (may be highway cones or bags filled with sand) set 6 feet apart in a straight line and returns to the starting point. One point is deducted for each block touched

Straight Line Riding- The rider travels through a lane 6 inches wide and 60 feet long. Each time a wheel touches outside the lane, he loses a point.

Circling- The rider rides into a circle with an inside diameter of 7 feet and an outside diameter of 9 feet and exits from the same point as entrance. He loses one point each time he touches outside the circle or inside the inner diameter.

BICYCLE RACES

TRIANGULAR RELAY RACE

Two dens compete at a time. The course is 150 yards, a triangle of 50 yard on each side. On signal, the first rider from each den rides the course twice. At the finish they pass a neckerchief to the next rider who is waiting on foot. When the neckerchief is passed he mounts and rides the course. Continue until all members have ridden.

SLOW RACES

Always a high point in the rodeo. The last rider to cross the finish line wins. Lanes are 3 feet in width and 50 to 100 feet long. A rider is disqualified if he deviates from his lane, touches a foot to the ground, or turns around.

COASTING RACE

The object is to see how far the rider can coast after pedaling as hard as possible for about 10 feet. mark a line where each rider stopped.

Owner's Name: _____ Phone: _____
 Address: _____ State: _____ Zip: _____
 Bike Make and Model: _____ Color: _____ Frame Size: _____ Wheel Size: _____
 Identification Number: _____

Function	OK	NO	Function	OK	NO
Size- Fit of bike to driver			Chain- 1/2 inch play, no excessive looseness		
Can Driver straddle frame w/both feet on ground?			Chainguard- unbent, free of chain		
Seat Post- Minimum 2" engagement?			Chain clean and free of rust		
Handlebars- Tight and inline with wheel?			Brakes		
Height below driver's shoulder level?			Coaster brakes- operate within 20 degrees of horizontal?		
Stem- Minimum 2" engagement?			Hand Brakes- reserve travel when full engaged		
Grips- tight and ends in good condition?			Caliper centered and tight?		
Frame- All tubes inline, not bent?			Nuts tight on brake shoes?		
Front Fork- Straight and in good condition?			Cable taut, no frayed ends?		
Pedals- Tight, intact, no binding?			Shifter- operation properly?		
Wheels- Run true side to side and round?			Derailler operating properly?		
Spokes- Good tension, none missing?			NOTE: Follow Local Laws For These Inspections		
Rims- No dents or nicks?			Rear Reflector- conforms to local laws?		
Tires- Good tread, no sidewall damage?			Additional reflectors, if required		
Intertube- Valve stem straight, properly inflated?			Front Light- operating properly?		
Bearings- No looseness or binding?			Bike approved for night riding?	YES	NO
Front wheel and front fork			Bell or Horn- working and audible?		
Rear wheel			Accessories and modifications, are all safe and legal	YES	NO
Pedal crank			Signature: _____ Date: _____	PASS	FAIL

SCHOLAR

(Mental Skills Group)

LETTER TO TEACHER

Dear Mr. or Mrs.

_____ is working at this time on his Scholar Activity Badge in Webelos, Cub Scout Pack_____.

It is required that he review the marked requirements with his teacher and have him/her sign if he is presently meeting the requirements. If you feel he is not, could you please help me by discussing this with him and setting goals with him, so that he may be able to earn this activity badge.

I do appreciate the extra time this takes and feel _____ will benefit from it. If you have any questions please call me_____.

Thank you kindly,

Mrs. Faye Doneinall
Webelos Den Leader

The items marked for the teacher were the first three mandatory requirements and the last elective requirement in their book page 187

DEN ACTIVITIES

- * Learn about the history of education, how schools develop in America.
- * Invite a member of the school board or a professional educator to talk to the boys about the value of education and what school has to offer a boy.
- * Plant flowers or shrubs on school grounds (with permission of course).
- * Assist the custodian in setting up meeting room for PTA.
- * Raise the flag at school over a period of several weeks.
- * Tour the education service center.
- * Tour a local high school or visit a local college campus.
- * Invite someone to come and discuss careers which are available in the field of education.
- * Obtain some old school books for boys to look through and compare with current books.

In studying the history of education, did you ever wonder how your school books were printed? Can you imagine how long it took to print a book before the Gutenberg press? Monks in monasteries used to hand print ALL books. It could take years and years. They used calligraphy to write and illustrate. Find out the history of calligraphy. Tell your den or pack.

BRAIN TEASERS

Take the number of pennies in a dollar. Multiply by the number of thirds in a circle. Divide by the number of inches in a foot of string, Subtract the number of nickels in a quarter.

ANSWER: 20

SCHOLAR

(Mental Skills Group)

BRAIN TEASERS continued

Take the number of toes on both feet. Multiply by the number of pints in a quart, Add the number of months in half a year, Subtract the number of thumbs on two hands, Divide by a dozen oranges.

ANSWER: 2

Cats & Rats

If three cats can catch three rats in three minutes, how many cats could catch one hundred rats in one hundred minutes?

THE SAME 3 CATS

Strange Animal

What animal is it that walks first on four legs, later on two, and in old age on three?

MAN- An infant crawls, a young person walks, an old person uses a cane

CAREER EDUCATION

These activity badges can be tied to careers or to Boy Scout merit badges. Webelos Scouts should be encouraged to explore the many areas of jobs and hobbies that fit in with these badges...

- Aquanaut: Scuba diving, seaman, marine photographer, fish hatchery worker, oceanographer, marine biologist, boat repairman, community pool operator, lifeguard
- Artist: Musician, painter, sculptor, photographer, actor, costume or set designer. magazine illustrator, piano tuner
- Athlete: Professional ball player, gymnast, coach, umpire, community recreation director, swimmer, field and track runner, jockey, TV sports announcer, skater, bowling lanes operator
- Citizen: Police officer, firefighter, mayor, mail carrier, social worker, building inspector, government employee, community services officer, census taker, politician
- Craftsman: Glazier, furniture repairer, watchmaker, shoemaker, carpenter, house builder, road builder, automobile mechanic, sheet metal worker, telephone repairman, TV and radio repairman
- Engineer: Electrician, ironworker, heavy equipment operator, bricklayer, plumber, telephone linesman, sanitation worker, railroad engineer
- Forester: Greenhouse operator, forest ranger, tree surgeon, forest fire fighter, lumberjack, fish and game warden, veterinarian, farmer
- Geologist: Soil and water conservationist, water treatment plant operator, inspector for air and water purity, environmental control worker
- Naturalist: Zoo keeper, conservationist, Taxidermist, pet store worker, gardener, museum curator, landscape artist, nature photographer, publisher of books on nature
- Outdoorsman: Park ranger, woodsman, hunter, forest ranger, sportsman, fisherman
- Traveler: Train engineer, pilot, flight attendant, bus driver, taxi driver, ticket agent, luggage manufacturer, author, playwright, television writer
- Scholar: Teacher, college professor, school principal, researcher, librarian, lawyer, museum technician, author, playwright, television writer
- Scientist: Doctor, dentist, laboratory technician, nurse, zoologist, nuclear physicist, weather forecaster, eye doctor, X-ray technician, science teacher
- Showman: Radio and TV performer, circus performer, sound technician, set designer, newspaper reporter, theater manager
- Sportsman: Sports equipment salesperson, boat captain, fisherman, resort owner, racetrack operator, bicyclist, tennis player, soccer player

SCHOLAR
(Mental Skills Group)

FOREIGN LANGUAGES WORD SEARCH

This word search puzzle contains the names of 52 languages. Because some many be unfamiliar to you, they are only written backwards, forwards, up and down

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

- | | | | | | | |
|----------------|-------------|---------|------------|-----------|------------|---------|
| English | Dutch | Tagalog | Polish | Latin | Irish | Danish |
| Korean | Bulgarian | Hebrew | Gaelic | Swedish | Japanese | Yiddish |
| Romanian | Welsh | Finnish | Vietnamese | Czeck | Sanskrit | Spanish |
| Norwegian | Thai | Slovak | Hindu | French | Icelandic | Laotian |
| Serbo-Croatian | Punjabi | German | Eskimoan | Cambodian | Magyar | Burmese |
| Italian | Hawaiian | Russian | Turkish | Fulah | Portuguese | Chinese |
| Ukrainian | Persian | Ashanti | Arabic | Bantu | Swahili | Hausa |
| Mandingo | AmharicZulu | | | | | |

CRAFTS

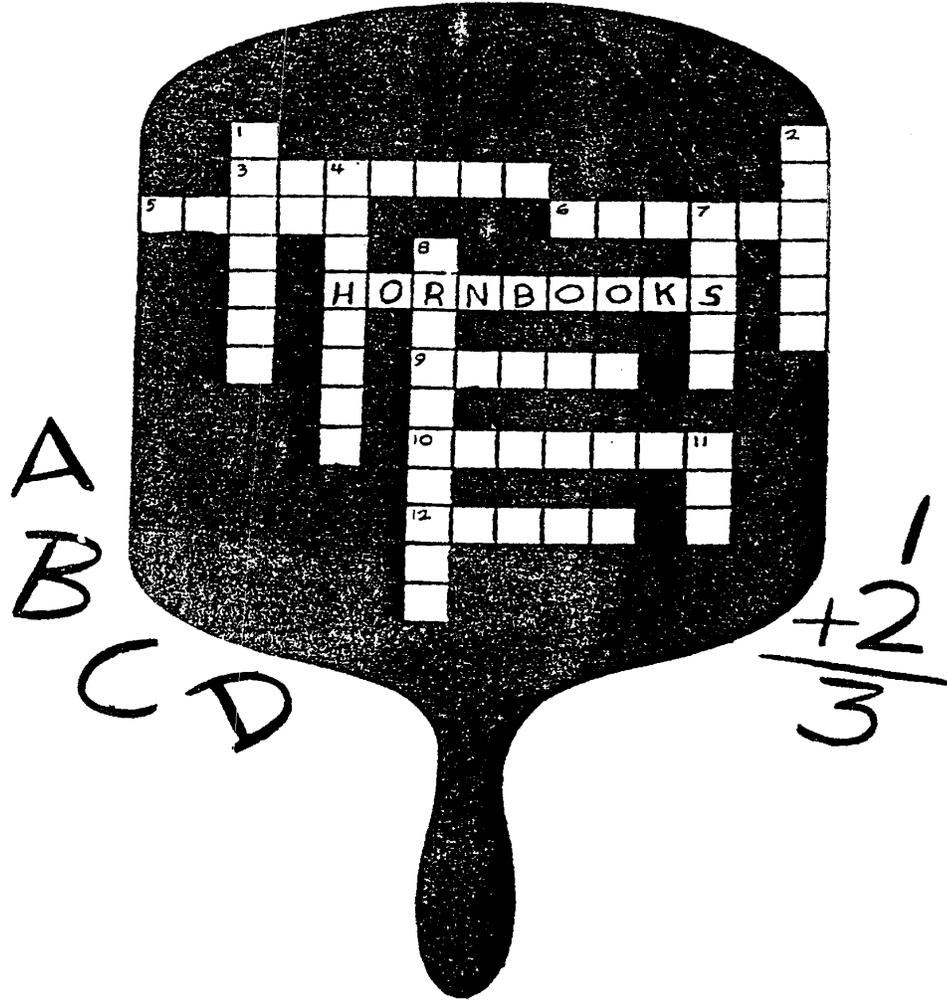
SCOUT LAW DART BOARD

Using a dart board with the numbers one through twelve have each boy, in turn throw a dart at the dart board and score a point if he can recite the point of the Scout law that relates to that number. If he is correct he gets one point and may continue throwing. The first boy to score 12 points wins.



SCHOLAR
(Mental Skills Group)

Because paper was scarce in the colonies, some boys and girls studied from "hornbooks". A hornbook was a flat board with a handle. The simple lesson was printed on paper and pasted to the board, then protected by a thin piece of clear horn. As you work this puzzle, you will find out other things about education in colonial America.



DOWN

- 1. Penmanship
- 2. Children read Bible.....
- 4. ABC's
- 7. What musical instruments make
- 8. Another name for math
- 11. Girls made samplers to show how well they could.....

ANSWER

- Writing
- Verses
- Alphabet
- Music
- Arithmetic
- Sew

ACROSS

- 3. The first of the three R's
- 5. It was used as a pen
- 6. A first reading book
- 9. Instruct
- 10. Boys needed to know how to behave, so they were taught.....
- 12. Some boys became apprentices so they could learn craft or.....

- Reading
- Quill
- Primer
- Teach
- Manners
- Trade

SCIENTIST

(Technology Group)

BERNOULLI'S PRINCIPLE

Tent Flattening Trick

Fold a 5" x 8" piece of paper into a pup tent shape and place it on a table. Now blow through the tent. Does it blow away? No? Why not? The moving air stream through the tent brings down the air pressure. The greater pressure above the tent pushes it down and prevents any horizontal movement.

Swing Ping Pong Ball

Material needed: *A Ping Pong ball Adhesive tape*
1 foot of thread or string Faucet

Fix the string to the Ping Pong ball with tape. Turn on the water to form a steady stream. While holding onto the string, flip the ball into the water from a few inches away. Not only will the ball stay in the stream of water with the string at an angle, but you can draw the ball up the stream almost to the faucet.

What happens: the water, streaming around one side of the ball, exerts less pressure than the air which surrounds the other side. Even though you can feel the resistance of the water as you draw the ball upwards, the air pressure is still stronger, as the experiment proves.

Another easy way to demonstrate Bernoulli's principle is to tape a thread to each of two ping pong balls and suspend them from the ceiling about 6" apart. Using a soda straw, blow between the suspended balls, and watch them move closer together. No matter how hard you blow, they never fly apart. The balls move together because of the lowest pressure generated on the curved surfaces.

Bottle and Flame Experiment

Materials needed: *a candle a candlestick*
2 bottles (one with rounded sides and one with square sides
(metal or cardboard containers can be used instead of bottles)

Light the candle and place the round bottle in front of it. Blow hard against the bottle and the candle will go out. Place the square bottle in front of the relit candle and blow hard. The candle will remain lighted.

What happens: With the round bottle, the air current flows around the bottle and puts out the flame. With the square bottle, the air currents are dispersed.

Using different shaped bottles, and two ping pong balls on strings, place on opposite sides of the bottle so that they are close, but not touching. Blowing against the bottle at right angles to the balls, one ball will come closer to the bottle and the other one will move away. The shape of the bottle will determine the way the balls move due to the ease with which the air currents move around the bottle. This is the principle that supports airplanes.

PASCAL'S LAW

Water Wheel

A fun way to demonstrate Pascal's law is to build a simple water wheel. Cut the round bottom off of a two liter plastic soda bottle. Cut four (4) slits lengthwise in a 3/4" diameter cork at 90 degree intervals. Cut four (4) vanes for the water wheel from another plastic soda bottle and insert them into the cork. Punch two holes one on each side of the soda bottle with a nail. Insert toothpicks into both ends of the cork/vane assembly once it is inserted into the soda bottle. Using a funnel connected to a two foot length of tubing direct water against the vanes of the water wheel. The speed of the wheel, and the pressure of the water is proportional to the height of the column of water above the water wheel.

Straw and Bottle Experiment

Material needed: *Two straws*
Pop bottle
Clay

When you drink something with a straw, do you suck up the liquid? No! To prove this, fill a pop bottle with water, put a straw into the bottle, then seal the top of the bottle with clay, taking care that the straw is not bent or crimped. Then let one of the boys try to suck the water out of the bottle. They can't do it! Remove the clay and have the boys put two straws into the bottle of water and the other on the outside. Again he'll have no luck in sucking water out of the bottle.

What happens: In the first experiment, the air pressure inside the straw is reduced, so that the air outside the straw forces the liquid up the straw. In the second experiment, the second straw equalizes the air pressure inside your mouth.

SCIENTIST

(Technology Group)

PASCAL'S LAW Continued

The Cold Air Balloon Experiment

Materials Needed: *Coke bottle* *Vinegar*
 Balloon *Baking Soda*

Place about 1/2 cup baking soda in the coke bottle. Pour about 1/4 cup vinegar into the balloon. Fit the top of the balloon over the top of the bottle, and flip the balloon so that the vinegar goes into the bottle. The gas formed from the mixture will blow the balloon up so that it will stand upright on the bottle and begin to expand.

This is caused by a chemical reaction. The baking soda and vinegar produce CO₂ which pushes equally in all directions. The balloon, which can expand with pressure, will do so.

Cartesian Diver

Materials needed: *a medicine dropper* *well filled with water*
 a tall jar *a sheet of rubber (can be cut from a balloon)*
 a rubber band

Dip the medicine dropper in the water and press the rubber bulb so that the dropper is partly filled. Test the dropper in a jar- if it starts to sink, eject a few drops from it until finally it floats with the top of the bulb almost submerged. Now, cap the jar with the sheet of rubber and fix the rubber band around the edges so that the jar is airtight. Push the rubber downward with your finger and the upright dropper will sink. Relax your finger and the dropper will rise.

What happens: Is that you have prepared a scientific device known as a "Cartesian Diver." The downward pressure on the rubber forces the water up into the bottom of the diver, compressing the air above it, producing the effects of sinking, suspension and floating, according to the degree of pressure.

INERTIA

Inertia is the tendency of a thing at rest to remain at rest and a thing in motion to continue in the same straight line.

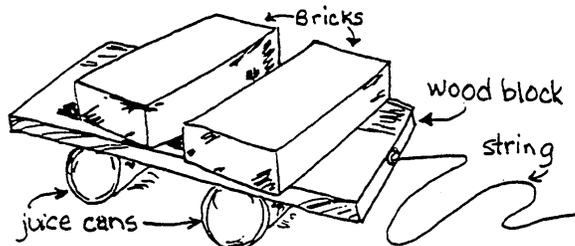
Ruler and Marbles

Lay a ruler with a center groove on a table. Place 5 marbles in the groove touching each other. Place another marble about 1 inch from the group and flip it so that it strikes the group. The marbles will stop when it hits the end of the group and a marble on the opposite end will move forward. Repeat with two marbles and two will leave the group from the other end. The moving marble has inertia of motion and when it strikes the marbles at rest which have a tendency to stay at rest while the energy is transferred and a resting marble starts rolling.

Simple Truck

Build a simple truck as shown below with two juice cans and a piece of flat wood. Attach a string to the end of the wood and place two heavy bricks on top.

If you pull gently on the string, the truck will move at least until the block falls off the "wheels". But if you give a hard jerk, the string will break. Why? Because the inertia of the bricks is too much for the string



Pencil and Paper

Get a small stick about 10 inches in length and the diameter of a pencil. Fold a newspaper and place it near the edge of a table. Place the stick under the newspaper on the table and let about half the stick extend over the edge of the table. Strike the stick sharply with another stick. Inertia should cause the stick on the table to break into two parts.

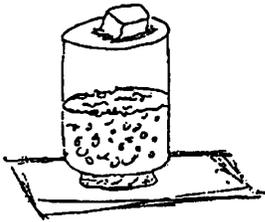
SCIENTIST

(Technology Group)

INERTIA Continued

Feeling Inertia

The methods of illustrating inertia in the Webelos handbook are visual examples. Another way of providing a "feel" for inertia is by attempting to deflect a rotating bicycle wheel. Remove a front wheel from a bicycle. Fashion an extension on each end of the axle by drilling a 6" length of broom handle or closet rod slightly smaller than the axle, and driving it onto the axle. A metal threaded rod can also be used. Have a boy hold both ends of the axle, while an adult starts the wheel spinning. Very carefully at first, have the boy try to change the direction in which the wheel points. Even a slowly spinning wheel exerts quite a bit of inertia. A gyroscope is another good (but less dramatic) example.



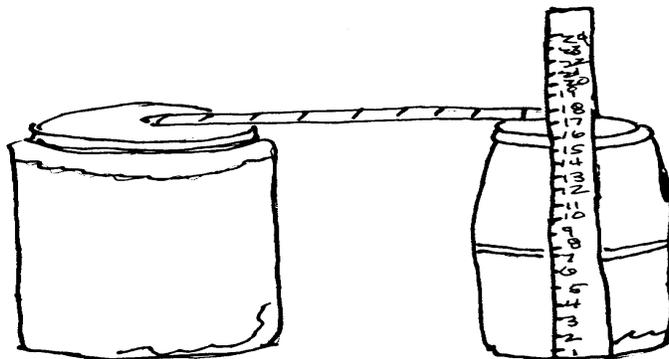
ATMOSPHERIC PRESSURE

Boiling Water with Ice

To show that the boiling point of a liquid depends on the atmospheric pressure, try this experiment. Use a heat proof glass container (like a Pyrex coffee maker) with a stopper. Boil a half inch of water and when some of the steam has escaped, put the stopper on the container and turn it upside down. Now put an ice cube or two on top of the container. Presto! The water begins boiling again. Why? Because the cold of the ice cubes has lowered the air pressure by condensing the water vapor

left in the container. As the air pressure is reduced, the boiling point of the still hot water drops and the water boils.

AIR PRESSURE



The Upside-Down Glass that Won't Spill

1. Fill a drinking glass to the very top with water. The water should spill over the top a bit.
2. Carefully lay a cardboard square to completely cover the top of the glass. Holding the cardboard on top, turn the glass over until it is straight upside-down. Stop holding the cardboard on. It will stay on by itself.

The Undrinkable Drinks

1. Using a can opener, make a small hole in a can of juice. Try to drink the juice. What happens when you punch another hole in the can?
2. Open a bottle of juice. Add enough water to fill the bottle to the very top. Put in a straw. Use clay to completely block the opening of the bottle around the straw. Try to drink the juice.

What is happening: There is no air in the glass of water to punch down on the cardboard. The air pressure pushing on the cardboard is greater than the weight of the water. And the juice won't come out of the hole unless air can get in to push down on it; you need a second hole to let air in. Juice won't go up the straw because no air is getting in to push down on the juice.

SCIENTIST

(Technology Group)

AIR PRESSURE Continued

Balloon in the Bottle

Push a balloon into a bottle and stretch its mouth piece over the opening of the bottle. Blow hard into the balloon. It is only possible to stretch the rubber before your breath runs out.

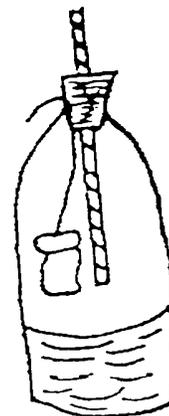
As the pressure of the air in the balloon increases, so does the counter pressure of the air enclosed in the bottle. It is soon so great that the breathing muscles in your thorax are not strong enough to overcome it.

Air Cannon Hockey

This game will demonstrate air pressure. Use round cardboard oatmeal boxes. Cut a hole the size of a penny in the tops. Fasten the lid back to the box tightly. Use a table for a field, with a goal at either end. Have a boy sit at each end of the "field" with a cannon (box) and put a ping pong ball in the middle of the table. By tapping the back of the box and aiming it at the ball, try to score by putting the ball through your opponent's goal. The Webelos leader can demonstrate the effectiveness of this oatmeal box cannon by using it to put out a candle. Fill cannon with smoke, Aim at candle, Tap back of box, and the flame will be put out. (Distance 6 feet)

Fire Extinguisher

Pour 3 tablespoons vinegar in a small bottle (one with a cork stopper). Put a hole through the cork. Put 1 tablespoon of baking soda in the middle of a small tissue and fold up the edges. Tie edges together with thread. Carefully put the tissue bag into the bottle while holding the thread. Do not let the bag touch the vinegar. Put the cork with the straw in it into the bottle. This will hold the thread.



TO USE: Tip the bottle so that the tissue gets wet from the vinegar. It will mix with the soda and form carbon dioxide gas. Point the straw towards a candle flame and watch what happens. This is the same gas that is used in large fire extinguishers.

Glass of Water Puzzle

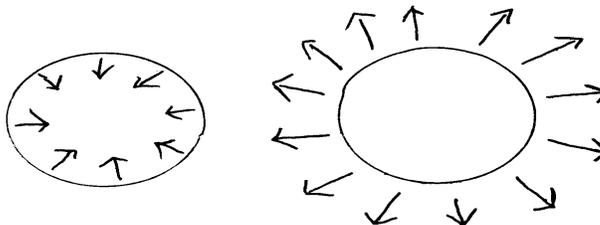
Place a 12 inch ruler on a pencil with six flat sides regular #2 pencil. Make sure that the 6 inch mark is directly over the pencil. Next position a drinking glass at each end of the ruler and fill one of the glasses about three quarters full of water. Slowly pour water into the second glass until ruler tips to that side. You want the second glass to be slightly heavier than the first glass. Challenge a Webelos Scout to predict what will happen when he puts his finger in the lighter glass. It becomes heavy enough to shift the ruler balance down on that side! When he puts his finger into the water, he increases the volume by an amount equal to the volume of his finger under the water. It's as though he added that much extra water to the glass. No wonder it got heavier!

OPTICAL ILLUSIONS

Right or Left

Ask the Webelos Scouts if they are right eyed or left eyed, just as they are right or left handed. They can check by extending a finger towards a distant object and keeping both eyes open. Then tell them to close their right eye. If their finger appears to jump, this means they are right eyed. If it does not, they are left eyed, since the left eye is dominant!

WHICH CIRCLE IS BIGGER



Both circles are the same size. The arrows pull our eye inward in the top circle, and our eyes follow the arrows outward.

SCIENTIST

(Technology Group)

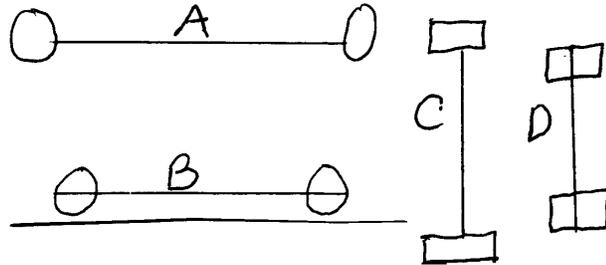
OPTICAL ILLUSIONS Continued

Air/Water

The refraction of light and the air/water interface is an easy illusion to illustrate. Place a penny in the bottom of a bowl. Step back until you cannot see the penny. Have an assistant slowly fill the bowl with water until the penny reappears.

WHICH LINES ARE THE SAME LENGTH

Line "A" equals "B" and "C" equals "D".
Line "a" seems longer than "B" because we unconsciously add the circles on the ends of the line to its length. The same is true of line "C" with its open squares.



X O

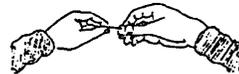
Eye Tricks

Close your left eye and look at the X with your right eye. Slowly bring the page to your face and the dot will disappear...and then reappear! This happens because we all have a blind spot in our eyes.

MORE FUN WITH SCIENCE

Mystic Matches

1. Put several matches in a bowl almost full of water, making a shape like a star.
2. Stick a pin into a small piece of soap
3. Gently dip the soap into the water at the center of the star of matches, taking care not to disturb them. The matches will all move away from the soap.



What's happening: When you dip the soap in the water a little of the soap dissolves. The surface tension of clean water is stronger than that of soapy water, so the matches are pulled outward by the clean water around them.

Hummingbird

What you need: A friend who is a good sport

What you do:

1. Ask a friend to hum a song, his mouth must be kept closed while humming.
2. Bet him you can make him stop humming by touching him with just two fingers. If he looks suspicious, promise it won't hurt.
3. While he is humming, gently pinch his nose, he will not be able to hum.

SCIENTIST

(Technology Group)

MORE FUN WITH SCIENCE

Connecting Plungers

Another way to show the tremendous pressure exerted by the ocean of air above us is to take two plumbing plungers, wet the rims, and create a partial vacuum by pressing them together slightly, and trying to pull them apart.

Crushing Soda Bottle

Another way to show the effects of atmospheric is to pour hot water into a two liter plastic soda bottle, empty the hot water, and then cool it with ice water. Use hot water about 150 degrees F. Use extreme caution when working with water this hot.

Barometer

A barometer measures atmospheric pressure. Here is a simple one to make. Use a glass or clear plastic quart milk bottle. Fill it with water, put a saucer over the top, and flip it over quickly. Allow a little water to escape into the saucer. With a felt tip pen, draw eight to ten scale marks $\frac{3}{8}$ apart. The middle mark should be even with the water level. Check each day. If the water level is higher, the atmospheric pressure is higher and fair weather is coming. If it's lower, look for unsettled weather.

Welding Glasses

Use two matching drinking glasses. Light a candle in the bottom glass and place over it a piece of thick, damp paper. Put the other glass on top. When the candle flame goes out from lack of oxygen, the glasses will be "welded" together. The heat from the candle drives out enough air so that atmospheric pressure holds the glasses together

Geyser

To make a geyser, fill a shallow pan nearly full of water. Put an inverted glass funnel in the water, with a nail under one side to raise it. Heat the water. As steam is generated, air bubbles from the water pushes out of the neck because the water pressure becomes higher than the atmospheric pressure.

BALANCE

A Bat Teepee

Materials *3 baseball bats of similar size*

What to do: Point the handles of the bats together so that they form a 'Y'. Slide the handle of the lower bat over the handle of the bat to the left. Slide the handle of the bat to the right under the handle of the bat to the left and over the handle of the lower bat. The bats should form a low solid stool.

What is happening: Due to the interlocking arrangements, each bat supports another, making a simple experiment not only in balance, but also in structural engineering. This can also be done with 3 table knives, The blades being the handle or 3 pieces of wood that are the same general shape.

SHOWMAN (Mental Skills Group)

For the most outgoing boy there is acting, for the quiet, shy type there is puppetry, and for your singers and musicians there is music.

DEN ACTIVITIES

- * Learn how to make sound effects for skits.
- * Use a tape recorder to record the boys' voices so they can hear how they sound.
- * Write and put on a play for your pack
- * Make a puppet stage using cardboard boxes. make puppets and put on a show.
- * Let the boys bring their favorite cassette or CD to a meeting and discuss different types of music
- * Take your puppet show to a children's ward at a hospital or to a nursing home.

FIELD TRIPS

Attend a high school play
Visit a costume shop
Visit a TV or radio station
Visit a movie studio if you have one in your community

CHEER

SHOWMAN CHEER

Clap and shout Bravo! Bravo!

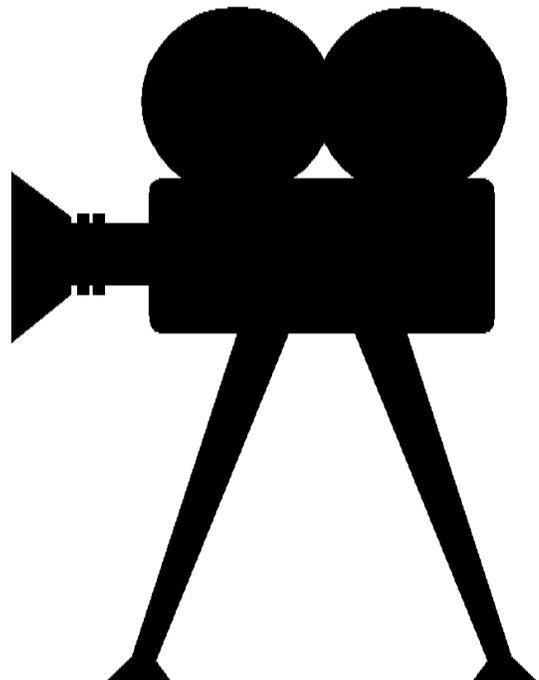
SONG

THERE'S NO BUSINESS LIKE CUB BUSINESS

Tune: There's No business Like Show Business

There's no Cub Scouts like our Cub Scouts
Cause our pack is the best.
Everything we're doing shows we're eager.
Working on the skits and games and songs.
Going on the field trips with our leaders.
And having fun as we go on.

There's no Cub Scouts like our Cub Scouts,
We smile each time we meet.
Even when we're nervous we will do our best
We hope our parents will do the rest.
So you see in Cub Scouts we have passed the test,
Let's go on, watch us grow!



SHOWMAN

(Mental Skills Group)

PANTOMIME

Pantomime is the expression of a thought, emotion, or action without words. In advance forms, words may be supplied by a narrator, chorus, or other means, but the actor never speaks. Encourage the group to think about how many thoughts, feelings or actions can be shown without words. Try the following:

*** Show how you would walk if:**

You had to go into a room where a baby was sleeping
You had done something you were ashamed of
You were on skis
You had a nail in your shoe
It was very hot
It was very cold
If you were scared
If you were happy

*** Show how you would lift:**

A little kid
Something hot
Something heavy
Something very fragile
Something big and bulky



*** How would you look if:**

Someone gave you a ferocious lion
Someone gave you a beautiful ring
You lost that ring
You found that ring
You slipped on ice
Your report card was all A's
Someone pinched you
You smell something bad
You saw someone kick a dog



How would you act if:

*

You heard a sudden thunder crack
You heard a far away bell
You heard dance music
Smelled your dinner burning
Smelled a skunk
Smelled smoke
Tasted hot soup
Tasted bitter medicine
Saw an automobile crash
Saw a house on fire
Saw an old friend

SHOWMAN
(Mental Skills Group)

LET'S MAKE UP A SKIT

Month:

Theme:

Plot:

Title:

Length of Time:

Staging:

Characters:

Location or setting of skit:

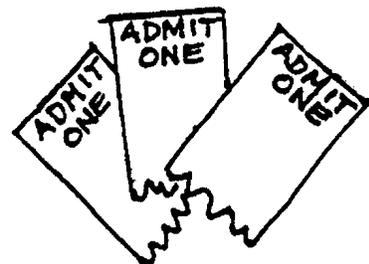
Problems to overcome:

Does the skit fit your audience:

NECKERCHIEF SLIDE

TICKETS

Go to the theater and ask for some old ticket stubs. Glue about 3 stubs together fan fashion. Glue a ring on the back.



SPORTSMAN

(Physical Skills Group)

All boys can participate in sports and enjoy them if they are given the opportunity to participate. This is your responsibility as a leader. If your boys don't participate in city recreation, Boys Club, church or other organized leagues, you can get them involved in your own programs. Play can revolve around kickball, softball, volleyball, etc. Play with another den or organize a tourney in your pack. Obtain rule books from city recreation leagues, schools, libraries, coaches, or the Scout Sports program. Talk to good athletes in junior high or high school and ask them to come and talk to your boys about training, rules, equipment, signals in their particular sports. Also talk about attitude and the importance of an education. It would be great if they were also either actively involved in Scouting or an Eagle Scout.

If you as a leader are not involved in or understand sports, get help from other parents. Parental participation in your program is probably the greatest single asset you have. If they don't want to become involved, they will find you someone who will or will know someone who can help.

As you are fulfilling the requirements for this badge, keep in mind other areas that you may be filling requirements for. An example of this was a group that decided to learn about archery. In doing this they were fulfilling the requirements for one of the individual sports in the Sportsman badge, earned their Archery Belt loop, and made an arrow that each boy could use when he earned the Arrow of Light.

Remember to use your imagination, use resources available, including Scouts, neighbors, friends, and organizations involved in the area that you are working on

ABOVE ALL REMEMBER YOU ARE HAVING FUN AND THE BOYS WILL TOO.

GAMES

TUBE RACE

Get old inner tubes from a company that sells truck tires. (Car tires are mostly tubeless these days) .Stage a tube race by having contestants sit on the tubes and try to make them move. Touching the ground directly with feet or hands is not allowed.

SUPER SLIDE

Get a 10 by 20 sheet of plastic from a hardware or builders supply store. Unroll it on the ground and flood it with water from a garden hose, and you've got a dandy Super Slide.

FROG TONGUE TAG

This is a fast paced game of tag

EQUIPMENT NEEDED: A material streamer or ribbon 12-20 inches long

The player designated as "it" holds the streamer and is the Frog. The rest of the players are Flies. The game is played as any ordinary tag game with the exception that the Flies may free themselves from being tagged by assuming a squatting frog position. While the same frog is it, however, they may only do this once.

In order to be a legal catch the Frog can only tag the Flies with the hand that is holding the tongue streamer. When the frog makes a successful tag the streamer is passed to the caught fly who then becomes the frog.



SPORTSMAN

(Physical Skills Group)

GAMES Continued



PEG

A fun simple game that doesn't require anything except a lively group of people and a playing field.

EQUIPMENT NEEDED: a playing field

One person is designated "it" and takes a position in the center of the field of play. All others on the signal to start attempt to run to the opposite end of the field without being tagged by "it".

The person who is "it" is the only player who is not stationary. He can "herd" the runners through the pegged players in an attempt to get them tagged.

If a player is tagged, that player stops immediately and becomes "pegged" to the ground. The "pegged" player may pivot on one foot and reach as far as possible to tag someone running by, but may not leave the spot. The players that are not tagged run from one end of the playing field to the other trying not to get tagged. If tagged, they too become "pegged" to their location.

The last player to be tagged is the winner, and becomes "it" for the next game.

The last player to be tagged is the winner, and becomes "it" for the next game.

GOLF BALL BALANCE

This is a game that teaches cooperation, listening skills, and leadership.

EQUIPMENT NEEDED: two, twenty foot long ropes
one, one and a half inch by fifteen inch long wooden stick
one golf ball

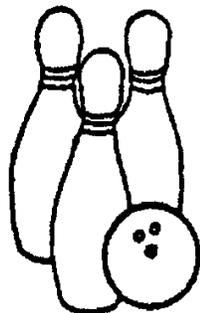
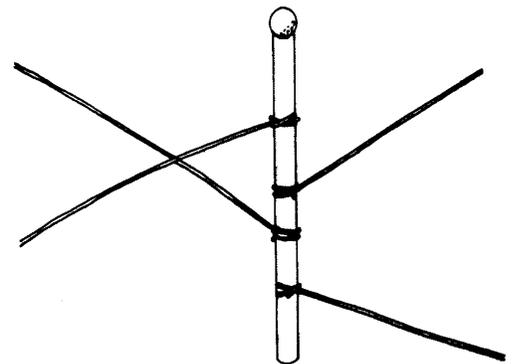
Prepare the stick by carving an indentation in one end so the golf ball sits firmly on the end of the stick.

Attach the ropes to the stick by tying them at the center with a clove hitch and extend them in four directions.

Divide the group into teams of four. One participant in each team is designated as the leader and gives all instructions and directions. All other participants must remain silent and follow directions given by the leader.

The objective is to move the apparatus from point A to point B without allowing the golf ball to fall off the stick.

Players must remain at least six feet away from the stick in all directions.



NECKERCHIEF SLIDE

BOWLING

Materials: 3 plastic bowling pins
1 plastic bowling ball
Glue
1/2" PVC pipe or pipe cleaner

You can find these figures at a cake decorating supply store or hobby store

Take two pins and stand them on the table flat. Glue them at their fattest point. Take the third pin and place it about 1/4" below the other two pins. Glue in place. Glue the ball to the two pins no further down than the lowest pin. See illustration. Glue the PVC pipe ring onto the back.

SPORTSMAN

(Physical Skills Group)

WORLD OF SPORTS GAME

Give this list of sports terms and let them write the game which each term is associated with:

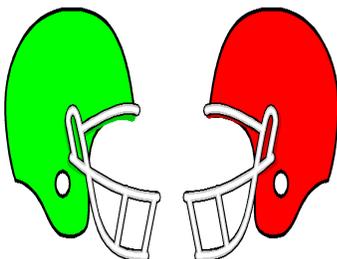
1. Spare
2. Shell
3. Shuttlecock
4. Fairway
5. Slalom
6. Double fault
7. Eight-ball
8. Chukker
9. Clay Pigeon
10. Technical K.O.
11. Jump shot
12. Puck
13. Double Play
14. Figure eight
15. Lonesome end



ANSWERS:

1. Bowling, 2. Rowing or Hunting, 3. Badminton, 4. Golf, 5. Skiing, 6. Tennis, 7. Pool, 8. Polo, 9. Trap Shooting, 10. Boxing, 11. Basketball, 12. Hockey, 13. Baseball, 14. Figure Skating, 15. Football

SPORTSMANSHIP



You hear a lot about being a good sport, but just what does it mean? A good sport learns the rules so he will not break them. He competes with all his heart, striving to outclass his competitor. If he wins, he doesn't act smug, but instead compliments the losers for the fine job they did. If he loses he accepts it and tries to figure out why. He doesn't blame it on the other players, maybe he can win next time.

A good sport accepts defeat, congratulates the winners, learns how he can improve his game, and determines to do better the next time.

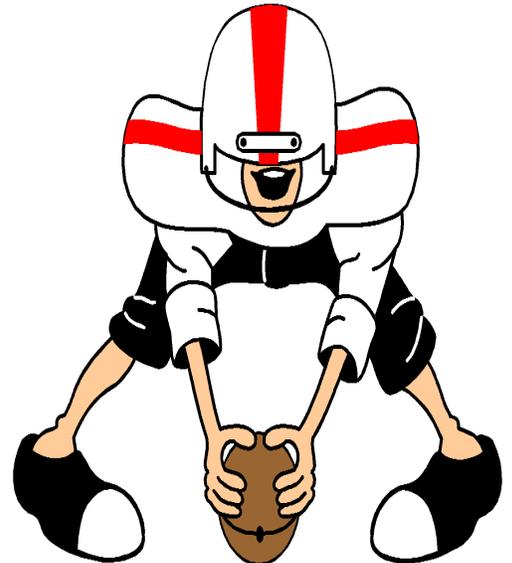
SPORTSMAN

(Physical Skills Group)

DO YOU KNOW YOUR NFL TEAMS?

Have the boys match the NFL team to the correct phrases below:

- | | |
|-------------------------|-------------------|
| 1. ARMY INSECTS | 49'ers |
| 2. SEVEN SQUARED | Raiders |
| 3. A 747 | Steelers |
| 4. HOSTILE ATTACKERS | Dolphins |
| 5. HELPERS TO RELOCATE | Oilers |
| 6. VARIOUS IRON WORKERS | Lions |
| 7. SUN TANNED BODIES | Seahawks |
| 8. I.O.U.'S | Redskins |
| 9. TOY WITH FISH ARMS | Cardinals |
| 10. HUNTING BIRD | Saints |
| 11. LUBRICATORS | Eagles |
| 12. SIX RULERS | Giants |
| 13. OPPOSITE OF EWE | Jets |
| 14. CLASS OF BOY SCOUTS | Bears |
| 15. AMERICAN GAUCHOS | Buccaneers |
| 16. LOYAL TEAM | Green Bay Packers |
| 17. CREDIT CARD USERS | Browns |
| 18. INDIAN LEADERS | Buffalo Bills |
| 19. KING OF BEASTS | Falcons |
| 20. TEAM OF TIGERS | Vikings |
| 21. A DOLLAR FOR CORN | Rams |
| 22. OCEAN GOING BIRDS | Cowboys |
| 23. HOT EPIDERMIS | Patriots |
| 24. SIX SHOOTERS | Chargers |
| 25. RODEO HORSES | Chiefs |
| 26. HEAVEN'S TEAM | Bengals |
| 27. GRUMPY PERSON | Colts |
| 28. GAME AT AL'S HOUSE | Broncos |



ANSWERS: 1. Giants, 2. 49'ers, 3. Jets, 4. Raiders, 5. Green Bay Packers, 6. Steelers, 7. Browns, 8. Buffalo Bills, 9. Dolphins, 10. Falcons, 11. Oilers, 12. Vikings, 13. Rams, 14. Eagles, 15. Cowboys, 16. Patriots, 17. Chargers, 18. Chiefs, 19. Lions, 20. Bengals, 21. Buccaneers, 22. Seahawks, 23. Redskins, 24. Colts, 25. Broncos, 26. Saints, 27. Bears, 28. Cardinals

TRAVELER

(Mental Skills Group)

The word "traveler" suggests far away places and long trips. Some of the Webelos Scouts may have enjoyed such travel, but they won't add much to their mileage while working on this activity badge. They will, however, be able to learn something about trip planning and scheduling, and hopefully they will have a chance for a short trip or two, mainly for practice of what they have learned.

Through the badge requirements, Webelos Scouts will learn to read maps and timetables of railroads, buses, or airlines serving your areas. They will learn the comparative costs of rail, bus, or air transportation. They will learn how to use highway maps and plan trips. Not only does this badge help prepare the boys for travel experiences, but also enables them to get the most out of a trip and to learn more about this great country.

Notice that the two trips listed in the requirements are family trips and not Webelos den activities. You can help the boys secure some of the travel items they will need and teach them how to read maps and timetables as they prepare for the family trips.

SUGGESTIONS FOR DEN ACTIVITIES

- * Visit the Dallas Zoo by going by DART rail system
- * Visit a Historic site nearby
- * Take a bus or train trip
- * Visit a Travel agency or automobile club and find out what they do
- * Calculate cost and speed of a plane trip
- * Make car first aid kits
- * Visit a bus terminal or airport to see the inside operation
- * Discuss timetables and how to read them
- * Have a speed contest of locating specific destination and how to get there, using maps and timetables
- * Teach proper packing of suitcase
- * Locate points of interest on city and state highway maps. Visit some of them
- * Earn the Circle Ten Dallas Historical Patch

Additional ideas for field trips can be located in the Tiger Section under "Go and See It"

TRAVEL INFORMATION

Each state has a tourist information department from which you can obtain maps, brochures on tourist attractions and motel and hotel directories. When you inquire for this information, let them know the month when the den plans to travel because some of the attractions are seasonal, and let them know the area of the state you are most interested in. The TEXAS DEPARTMENT OF TRANSPORTATION has a great packet available through the *Travel and Information Division*- which includes a map of Texas, current year accommodations guide, 288 page Texas travel guide listing everything available in our state and it's FREE! Send request to:

Texas Department of Transportation
Travel and Information Division
P.O. Box 5064
Austin TX 78763-5064

GAMES

MAP STUDY

Each boy is given the same state or regional map. They are then given the name of two cities which are located fairly far apart on the map. Using crayons, the boys try to trace as many different routes as possible that connect the two cities without duplicating a road in any of the routes. You can use the same map to teach the boys map symbols, how to calculate mileage and other map skills.

MAP CONCENTRATION

Let the boys make sets of map symbols on index cards and play a game of concentration

CAR GAMES

Licenses Listings- Make a list of license plates (US. States and Foreign Countries) spotted while on a trip. See if anyone can name the state capitol or a major city in the country.

Signs- Players take turns looking for specific signs, such as: railroad crossing sign, arrow on sign, no parking sign, church sign, fire prevention sign, reduce speed, signal ahead etc.

TRAVELER

(Mental Skills Group)

GAMES Continued

CB RESCUE

Materials needed: Copied portion of a Mapsco

You're far from home, and you're out of supplies. But, luckily, you have a pocket CB (Citizen Band) Radio. Hoping for rescue, you broadcast your location using map coordinates to tell other CB'ers where you are. "I'm at f-15, on Maple and Oak". The other player use the mapsco to find the place he is giving coordinates for. The first player to find the location is the winner, and is his turn to give his coordinates.

INTERSTATE VACATION

Your family has decided to take a cross country vacation. Find your home state on the map. The decide where you want to go. Try to pick the shortest route between your home and the place you want to go say Disneyland!. This game has only one rule: You MUST drive on the Interstate Highway System at least part of the way. The interstate system shows in bright red on the map. You may have to use a ruler to help you plan your route. If your hometown isn't shown on the map, begin your trip at the closest town that is shown to yours.

KNOW YOUR CARS

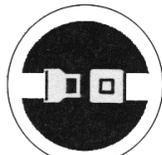
Do you know your cars? Each of the definitions below describes a brand of car. Can you identify them?

Our 14th President
 First colony in New England
 Theater where Lincoln was shot
 Spotted tropical American cat
 A spotted horse
 A stinging insect
 A bull fighter
 Prince Rainer's country
 Tall building in New York
 Army service vehicle
 Performs on Saturday Night Live

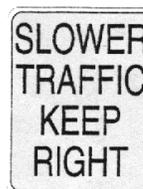
Lincoln
 Plymouth
 Ford
 Jaguar
 Pinto
 Hornet
 Matador
 Monaco
 Chrysler
 Jeep
 Chevy

River in New York
 Indian Chief
 Wild animal in cat family
 A young horse
 A motherless calf
 A shooting star
 French tourist spot
 A roman mythical God
 A hawk
 Deep sea fish
 Found at Halloween

Hudson
 Pontiac
 Cougar
 Colt
 Maverick
 Comet
 Riviera
 Mercury
 Falcon
 Barracuda
 Gremlin



SEAT BELT



TRAVELER

(Mental Skills Group)

CAR PASSENGER CODE

This code provides hints on how car passengers can help make each trip a safe and pleasant one.

1. Help yourself by:
 - Always wearing your seat belt
 - Sitting down, so that you won't be hurt if there is a sudden stop
 - Keep your hands away from door handles, gear sticks, ignition key and the driver
2. Help the driver by:
 - Sitting down, so that you don't distract her
 - Looking out for road signs
 - Keeping the noise down
3. Help other passengers by:
 - Not teasing younger passengers
 - Not putting anything dangerous in the car
 - Saving all litter until you get home; use litter bags
4. Help others on the road by:
 - Staying in the car
 - Not sticking your hands, feet, or heads out the windows
 - Not throwing things out the window
 - Getting out of the car on the side away from the traffic



SAFE DRIVING TIPS FOR FAMILIES

- * Allow enough time to avoid feeling rushed. On long trips allow for frequent stops
- * Have your car checked before you leave - tires, brakes, lights, turn signals, windshield wipers - to ensure proper functioning
- * Use seat belts. They help save lives
- * Be alert to hazards - adjust your driving speed accordingly
- * Be courteous
- * Follow the rules of the road - signals, speed limits, road marking, for a safe, enjoyable trip

BE PREPARED - BUCKLE UP

During the next year, safety belts will fail to save thousands of lives because people will be sitting on them when accidents occur. Some of those people may be Cub Scout families, riding to and from den meetings, Scout shows or any of the many other events that they may participate in.

When you stop to think that...within 16 seconds someone will be injured in a car accident...within 10 minutes someone will die in such an accident, and... by the end of the week 1000 people will be killed and 40,000 others injured in traffic accidents....It's easy to see that with no fault of your own you could be easily involved in an accident. During the Thanksgiving Holiday weekend 122 people will die because they didn't buckle up. So you need to protect yourself and your passengers.

Maybe you don't wear safety belts because you can't tell the fact from the fiction. Here's the difference:

FICTION: I don't need a safety belt when I'm going a short way or traveling at a low speed.
 FACT: More than half the accidents causing injury occur at speeds of less than 40 mph. Three out of four accidents causing death happens within 25 miles of home.

FICTION: I'll be saved if I'm thrown clear of the car.
 FACT: Your chances of dying are almost five times greater if thrown from the car.

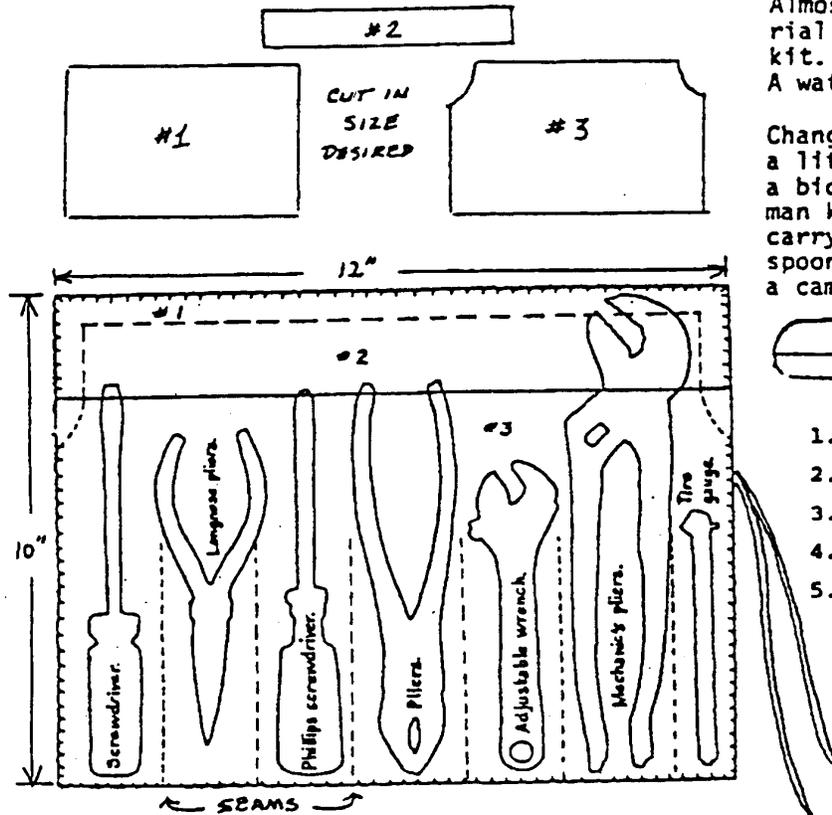
FICTION: Safety belts can actually cause injury.
 FACT: This happens only in 1% of all injuries. Even then the injury is less severe.

TRAVELER

(Mental Skills Group)

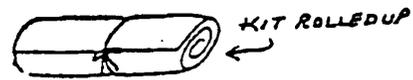
CRAFTS

TRAVEL TOOL KIT



Almost any kind of sturdy material is suitable for this travel kit. Denim or canvas works well. A waterproof fabric is even better.

Change the tool selection around a little and adapt the kit to a bicycle, a boat, or a home handyman kit. It is also useful for carrying large cooking forks, spoons, and other implements on a camping trip.



1. Cut pieces size desired
2. Sew #2 to #1
3. Sew #3 to #1
4. Sew string to edge
5. Make seams as desired for tools or other items.

TRAVEL FIRST AID KIT

You can make a First Aid kit for use in your car. Be sure and keep medicines that you or someone in your family may need. Additional items that you could put in your kit are listed below:

- Soap
- Box of adhesive dressings (assorted sizes and shapes and waterproof)
- Adhesive tape
- Sterile gauze pads (small and large)
- Small scissors, tweezers, and a packet of needles
- Safety pins (large and small)
- Chapstick
- Triangular bandages
- Ice packs and Heat packs
- Petroleum jelly
- Rubber gloves
- First aid manual

You can discuss with your parents what trip safety is. Make up a safety checklist. This should be done before going on a trip.

TRAVELER
(Mental Skills Group)

CHEERS

MOTORCYCLE

Raise foot and kick downward three times while making a sputtering sound. Hold hands like gripping handle bars. On the third attempt, the engine starts say "Varooooom."

LOCOMOTIVE

have arms at side bent at the elbow. Rotate arms in a circular motion at one's side while saying "CHUG, CHUG, CHUG, WHOO, WHOO."

FLAT TIRE

Say "flop, flop, flop." Where's the spare.

AUTO MECHANIC

Say "Wrench, socket, hammer." Say "OUCH," while sticking your thumb in your mouth.

FLIGHT ATTENDANT

Would like to sit with the Wolf, Bear ,Webelos or Boy Scouts

WHALER'S

Thar she blows!

RIDDLES

- | | |
|---|---|
| Where do most hold ups occur? | In Traffic |
| What's harder than following a road map? | Folding it |
| What kind of car comes from Norway? | Fjords |
| What's the best kind of car to drive in the fall? | An Autumn-mobile |
| What kind of clothing did Cinderella pack for vacation? | Wish and wear |
| Who vacations in a Mississippi swamp? | Mud-donna |
| What's good about being shipwrecked? | You always get a seat on the isle |
| When is a boat like a tore? | When it has sails |
| How often do boats sink? | Only once |
| Why do they show bad movies on airplanes? | Because the audience can't walk out in the middle |
| What were the unhappy mothers looking for at the airport? | Runway children |
| How is an airport like a closet? | It's full of hangers |



TRAVELER

(Mental Skills Group)

SKIT

THE CAR TRIP

Cast: *Driver*
As many passengers as desired

Props: *Chair for each cast member set up as a car or bus*

The driver and passengers are seated and each crosses his left leg over the right. All the cast members must cross their legs in the same direction and manner

The driver pretends to be driving

Passenger: Is it time yet?

Driver: Looks at his watch, not yet.

Repeat the sequence three times making sure NOT to move the legs.

Finally, the passengers all yell: "Is it time yet?"

Driver: Looks at watch Yes

All passengers uncross their legs and cross them in the opposite direction



SONG

WRECK IN RHYTHM

Tune: She'll Be Coming Round the Mountain

Once there was a family with a Ford.
Who jumped inside and down the highway roared.
They listened to the birds,
The mooing cows in herds.
They honked whenever they were bored.

The clock ticked on and the day began to end.
The sun went down and darkness did descend.
And as the rain came falling,
A whistle started calling.
T'was the east bound freight a comin' round the bend.

They heard the ringing of the crossing chime.
The whistling train called out a warning rhyme.
They felt it coming closer,
But did they stop? Why, no sir!
They were sure that they could get across in time.

They climbed the hill and on the track did ride.
When suddenly their motor choked and died.
They jumped out...it was frightening!
And ran off quick as lightning
The poor old Ford was scattered far and wide.

The moral of the story...it is plain.
Don't ever, ever try to beat a train.
"Cause if that speeding choo choo
should get there just when you do

That's not the way you're 'speed to meet the train

heavy rattle and horn
gentle rattle and drum
your own whistle
blow deep tone on bottle
bicycle horn

rhythm sticks
drum
gentle rattle
blow across bottle top
sand blocks

chimes
bottle whistles
sand blocks
rattle and drum
tambourine and chimes

tambourines and chimes
descending whistle
rhythm sticks
rhythm sticks, then pause and loud crash
each instrument rattles

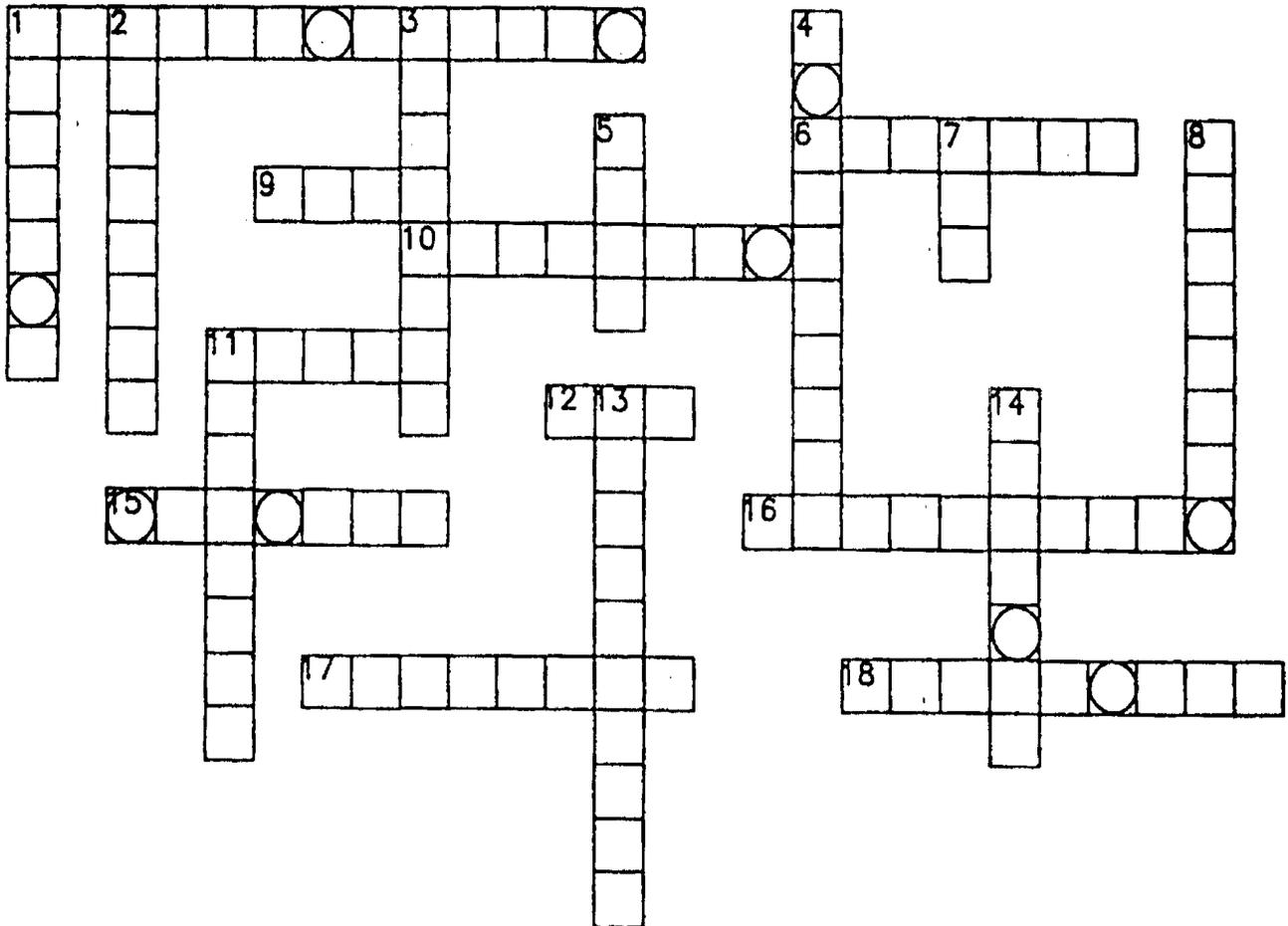
cymbals
bottle whistle
tambourines, cymbals and chimes
all instruments, then pause and loud crash,
then speak slowly.
Horn

TRAVELER

(Mental Skills Group)

WHAT'S IN A WHEEL

Fill in the crossword puzzle with the clues given below.
Rearrange the letters in the circled squares to spell out a phrase



ACROSS

- 1. Oregon Trail vehicles
- 6. A farm vehicle
- 9. Army vehicle
- 10. Cutter for blade of grass
- 11. Mr. Jones drove this
- 12. Public transportation
- 15. It is built for two
- 16. Vertical, hovering machine
- 17. One wheeler
- 18. A beach vehicle

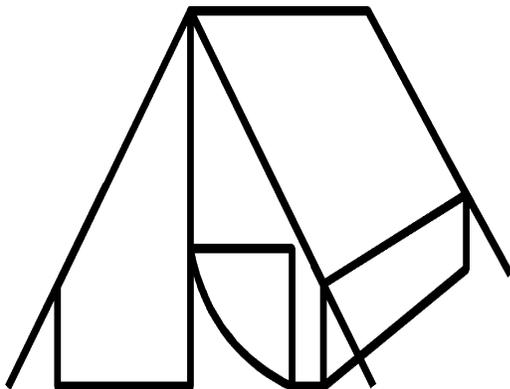
DOWN

- 1. A Roman two wheeler
- 2. These machines are called
- 3. Orville and Wilber flew one
- 4. Kick start two wheeler
- 5. 18 wheeler for short
- 7. Family sedan
- 8. Top fuel racer
- 11. For small tikes
- 13. Lighter than air vehicle
- 14. Foot powered two wheeler

HIDDEN PHRASE:

Webelos to Boy Scout Transition

THE REAL SCOOP ON HOW TO MAKE IT EASIER



Webelos, but keep their eye on the bigger prize, Boy Scouts.

Every year, Cubmasters, Webelos leaders, and Scoutmaster get swamped with "Webelos to Boy Scout Transition" paperwork. It typically contains ALL THE MECHANICS about how to make a smooth transition, but does not address how to PREPARE the boy for Boy Scouts. The fact is, many boys who have done well in Cubs, drop out within a year after joining Boy Scouts.

The Webelos phase, while under the umbrella of Cub Scouting is designed to be a stepping stone to Boy Scouts. The activity pins, hopefully give the boys a taste of what's to come. The fact is many boys (and their parents), may be overwhelmed when they join a Boy Scout troop. They are used to being the "big" guy of the pack and may feel intimidated by "starting over" in Boy Scouts. They need to enjoy the time that they are

Leaders and parents can do much to reassure the boys that although smaller, and younger, they have much to bring to a troop. While they are Webelos they should be given additional responsibilities at pack meetings to help them get a feel for what lies ahead. This can be as simple as helping set-up, tear down the meeting place to having them assist with parts of a Pinewood Derby or other function

The boys should be encouraged to get their Boy Scout Handbook as soon as they become Webelos. many of the items that the boys need to know for their activity pins are also covered in the Boy Scout Handbook. It helps if the boys understand that some of the activities they do now, will help them in Boy Scouts by SHOWING and USING the Boy Scout Handbook. The Webelos leader should stress that knots, first aid, Outdoors Code, etc. are not "one time deals" to earn recognition. These will help them in Boy Scouts and in life. Additional emphasis should be spent on these types of activities and many be reinforced at den opening and closing.

The boys need to be emotionally prepared that they may not be in the same patrol. They may not even be in the same troop! Additionally, they need to understand that their Webelos leader, will not be their leader in the troop. While many adults make the transition to Boy Scouts with their sons, the boys need to understand that the Boys Scouts program should be boy-run. The leader may be an Assistant Scoutmaster, Committee Member, Merit Badge Counselor, etc., but it will not be the same relationship as they had previously with the boys. The emphasis should be made that the boys will have young men guiding and teaching them as they progress into Boy Scouts. Many boys may, at first, resent peers being their instructor. This may be alleviated in part, by the boys teaching each other while still Webelos. This can be done by having each boy while being denner, also being responsible for teaching "something" that month. It could be an item needed for an activity pin or anything else that the boy is interested in. The boy should "clear" the event with the leader to make sure it is appropriate. Besides giving the boys a chance to share, it will also show them the pros and cons of teaching another person or group, hopefully, making it easier for them to accept another boy as their teacher.

Cub Scouts have dens, Boy Scouts have patrols. many Webelos call themselves patrols instead of dens and wear a patrol patch on their uniform. Any information that the boys receive in helping them understand patrols and how they operate in troops will help them with this transition. Hiking as a patrol can help reinforce the importance of a patrol and each individuals importance in that patrol. The boys need to start exercising THEIR decision making ability. The Webelos leader can do much to support the using of the patrol method. Let the boys start making the decisions about what they want to do at den meetings. Ask for their advice about field trips and campout menus. The leader can make a major impact by explaining that certain tasks need to be met for recognition and asking the boys for their ideas on how to achieve it. By asking for their help and advice, the leader is demonstrating that their ideas are important and their opinions matter. Taking the time to explain why some of the field trips may not be feasible helps them understand what is and is not appropriate. As the boys progress, replace the denner title with that of patrol leader. Each boy should be allowed to be the patrol leader for one month. As the boys become more independent, give them more responsibilities, i.e. have them take dues, select the opening and closing etc..



Webelos to Boy Scout Transition



Ask a Scout of any age, what Scouts do and he will reply, "CAMPING". One of the best ways to help the boys prepare for Boy Scouts is by building on their skills and confidence while camping. After the first campout, where the boys help cook, have THEM do the cooking and cleaning under adult supervision.

Many boys will do foil packs for their dinners. While most troops do not use foil packs, they can still be used to help bolster the boy's confidence. One of the hardest parts is to let the boy struggle and let them do the cooking and cleaning. It does not matter if the spaghetti was "chewy", let them learn from their mistakes. Encourage them to do better, but continue to praise the attempt. Have them help put up the tents and take them down. make sure they understand and follow the Outdoor Code. Camping brings many opportunities to prepare the boys for Boy Scouts. Many troops welcome the chance to have Webelos go camping with them. Plan on camping with several troops and help the boys get slowly introduced into the troop while still having the safety of being part of the pack. Take advantage of the Webelos Woods, Camp-o-ree, and Webelos outdoor weekends to camp and see some of the troops in action.

An important fact for the boys and parents to know is that Boy Scouts requires much more time than Cub Scouts. Everyone needs to be made aware of this up front. The average troop has 44-46 weekly troop meetings per year with time off for summer camp, spring break and maybe a few holidays. They also have camping trips, fun-raisers, service projects and Eagle projects. The reality is that Scouting does compete with sports and other outside activities. The parents need to be informed of what to expect before they register their son. The boy needs to be aware of the time commitment before he joins. The parents need also to understand that the boys will be progressing from an adult run program to a boy run program. It is designed to promote self-reliance and independence. many adults expect the program to work like Cubs and may pull the son out at the first stumbling block, not understanding the purpose. Many parents (and boys) may become upset that their son is not advancing very fast. They are used to Cub Scouts where "Billy" may have earned something at each pack meeting. The parents need to be aware that their son will progress, but HE is becoming more responsible for advancing. He will no longer have a den leader looking over his shoulder to make sure that he gets everything done. This needs to be understood up front so there are no surprises for parents or boys.

Many Webelos leaders delegate all or part of the activities pins to the parents to teach. This allows the parent to be a part of the Scouting experience and see things from the leaders point of view. It may even encourage the parents to be Merit badge counselors when their son joins Boy Scouts. This also gives the boys an opportunity to interact with different adults and different teaching methods. The leader needs to ensure that the parents have plenty of time to prepare for their assignments (At least one month in advance).

While there is no one "tried and true" method to keep boys interested in Boy Scouting, Hopefully some of the above suggestions will better prepare both the boys and their parents for the next adventure in Scouting.

