

July 2008 Monthly Theme: "H2Ohhh"

Dive right in as Cub Scouts spend a month learning about water, our most precious resource. Learn about marine life. Dens can visit a water treatment facility, local aquarium or fish farm. Cub Scouts may even want to prepare their own aquarium or fish bowl and "adopt a gold fish". This is also an excellent opportunity to teach our Cub Scouts about water conservation. Don't forget learning about water safety. Enjoy water games; hunt for shells and experience all the beach has to offer. Cub Scouts love to get wet. What could be better than a water carnival complete with games, competition, and safe swim demonstrations? This would be a great time to work on the Wildlife Conservation, Fishing, or Swimming belt loop and pin. Have an outdoor Cub Scout raingutter regatta race.

Webelos Activity Badges: First year, Aquanaut; Second year, Geologist

Core Values

CHARACTER CONNECTIONS FROM PROGRAM HELPS

Remember - Know, Commit, Practice.

*Responsibility - Cub Scouts will learn that everyone should share in the responsibility to conserve water.

*Citizenship - The birthday of our country is the ideal time to reinforce good citizenship traits as boys see a grand celebration and respect for our country and its flag.

REMEMBER

Water activities are always popular with the boys. Before you take your pack or den out for any water-related activities - remember the following -

1. A minimum of one adult leader must complete Safe Swim Defense training, have the commitment card and agree to use the eight defenses in this plan. (You can take this online at <http://www.olc.scouting.org/>.) - *Guide to Safe Scouting*, page 5.

2. Canoeing, rowboating, and rafting for Cub Scouts (including Webelos Scouts) are to be limited to council/district events on flat water ponds or controlled lake areas free of powerboats and sailboats. - *Guide to Safe Scouting* (page 8) and *Cub Scout Leader Book* (page 14-5).

3. To review all of Chapter 14, Water Safety, in the *Cub Scout Leader Book* and Section II, Aquatics Safety, in the *Guide to Safe Scouting*.

4. To be safe and then have fun!

QUOTES

"If there is magic on this planet, it is contained in water." - Lorán Eiseley

"Water is the best of all things." - Pindar

"When the well is dry, we know the worth of water." - Benjamin Franklin

"Filthy water cannot be washed." - West African Proverb

"All the water that will ever be is, right now." - National Geographic, October 1993

"Seventy-five percent of our planet is water - can you swim?" - Author Unknown

Theme Related Material

FUN FACTS

Without water, the earth would look like the moon.

All living things need water to live. People can live several weeks without food, but only a few days without water. We should drink six to eight glasses of water each day!

Water makes up 83% of our blood, 70% of our brain, and 90% of our lungs. Overall, our bodies are 70% water.

A tomato is about 95% water. An apple, a pineapple, and an ear of corn are each 80% water.

CONSERVATION TIPS

Check household faucets for leaks. Just think, 15 drips per minute add up to almost 3 gallons of water wasted per day, 65 gallons wasted per month, and 788 gallons wasted per year!

Keep showers to 5 minutes or less in length. A five-minute shower takes 10 to 25 gallons of water.

Keep a pitcher of water in the refrigerator. Then you won't have to run tap water to cool it.

Use a broom to sweep your driveway, garage, or sidewalk instead of using water.

Use a bucket of water to wash your bike or the family car and rinse quickly with a hose.

Water your lawn in the evening or in the early morning to avoid evaporation. Be careful to water only the lawn and not the sidewalk or street.

Use water only when you need it. Don't leave water running; be sure to turn it off when you are finished.

Pack Admin Helps

TRAINING TIP

Your pack can qualify for the National Summertime Pack Award certificate and streamer by planning and conducting three pack activities--one each in June, July, and August.

Dens with an average attendance of at least half their members at the three summer pack events will be eligible for a colorful den participation ribbon. Boys who participate in all three pack events are eligible to receive the National Summertime Pack Award pin, which is worn on the right pocket flap of the uniform. This is an individual recognition for boys, not adults.

The above information was taken from the current publication of the "Cub Scout Leader Book". This book and other BSA publications are available from your scout office.

LEADER IDEAS

I would like to thank Steve for sending me this ceremony he wrote for his pack. He used it for the World Conservation Award and it was written around the Native American Theme.

Persons involved: Akela (Cubmaster), Baloo (Assistant CM), Cub Scouts receiving World Conservation Award.
(Akela and Baloo stand up front.)

Akela: As we all know, the land is very important to us. This desire to cherish the land goes back long before our time, to a time when the deer, wolf, and bear ran freely through our forests. To a time when the salmon and shad swam up our rivers to hatch their young in the clear waters. To a time when the eagle and other creatures of the air could fly in clear blue skies. We have been given dominion over the land by our Great Spirit. It is our responsibility to take care of what we have been given. In order to learn what we can do to preserve the land for our future generations, every Cub Scout has the opportunity to participate in completing the requirements for the World Conservation Award.

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We have several Cubs here tonight who have done just that. As I call out your names, please come forward and stand with Akela and Baloo and receive your award.

(Cubs come forward and receive their award from Baloo)

Pack and Den Activities

SLIDES

SEASHELL SLIDE

You will need Attractive shell, glue and PVC pipe piece (1/2")

After choosing an attractive shell the boy should choose the front and which way he wants it to display. Glue the pipe piece to the back and let it dry.

Octopus Slide

On plywood circle, draw eyes and mouth. Also drill holes for legs. Tie colored pipe cleaners (2 colors) or strings for legs. Glue PVC pipe to the back and let dry.

A great site with lots of slides idea

<http://home.att.net/~llmcgraw/etowah/slides.htm>

Here is another variation from Lorie's site

Octopus

Materials needed: green yarn, matching color thread, wobble eyes, hot glue, plastic curtain ring for the slide.

Instructions: Cut twelve 6" long strands of yarn for each slide. Fold in half and tie at the neck area, leaving about two inches for the tentacles. Next divide the strands into sections of three. There will be eight sections) Braid each section, and tie off with thread. Hot glue on the wobble eyes. Put octopus down over the curtain ring with a few tentacles inside the ring and rest over the front to cover it. Hot glue in place.

GAMES

Feed the Seals

Divide the den into two teams. One group, the seals, gets down on their knees. The keepers stand above them. The keepers hold a leaf or slip (small) of paper cut like a fish, which represents the fish. On signal, the keepers drop their 'fish' and the seals try to catch them by slapping them between their palm. Seals are not allowed to grab fish with their fingers. Also, seals may not move their knees, although they can bend their bodies. Seals continue catching fish until the miss one, or the one who catches the most fish wins.

Bubble Fun

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

Basic Bubble Solution

1 cup Joy or Dawn

3-4 Tablespoons glycerin (optional, available at drugstore)

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10 cups clean cold water (up to 50% more on dry days)

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

Giant Bubble Wand

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

Assorted Wands

Twist thin wire into fun shapes. Use beads for handles for smaller wands.

GAMES - OUT OF THE POOL

IN THE POND

Equipment: Chalk

Draw a large circle in the center of the playing area. The Cubs all stand around the circle just outside the chalk line. The leader stands in the center, and gives the following commands:

'In the Pond!' - all the Cubs jump into the circle,

'On the Bank!' - all the Cubs jump out.

If an order is given for the Cubs to jump in the Pond, and they are already there, it should be ignored. Incorrect orders such as 'On the Pond!' and 'In the Bank!' should also be ignored. Those Cubs who make two mistakes are out and the last remaining Cub is the winner.

RING THE BOTTLE

Place a number of bottles on the floor and let several boys play at one time. Each boy has a "fishing-rod" consisting of a cane or pole and string; on the end of the string is a brass curtain ring. The first one to get his ring over the neck of the bottle wins.

FISH AND NET

Have three to five players join hands to catch "fish" by surrounding individual players. Those who are caught become a part of the "net." The last five fish caught make up the net for the new game.

PENNY TOSS

Fill a plastic wading pool with water. Float plastic coffee can lids on the water. Give each player 10 pennies (you may substitute checkers or buttons). Have them stand back a few feet and throw the pennies at the lids. Object is to see how many pennies you can get on the lids without sinking the lids. (If this is too difficult for the scouts, use small plastic bowls).

SPONGE SQUEEZE RELAY

Get 4 buckets or large containers and 6 large sponges. Divide the boys into 2 teams and for 2 single file lines. Put a bucket in front of each team and bucket at the "finish" line of each team. Put equal amounts of water in the buckets in front of the teams and put 2 or 3 sponges in the water. On signal, the boy in front of each line gets a sponge and runs to the bucket at the other end of his line, squeezing the water out of the sponge into the bucket at his finish line. He then runs back to put the sponge in the hand of the next person in

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line. That boy drops the sponge into the water, gets another filled sponge and repeats what the previous boy did. The first team with all of their water out of the first bucket and into the second bucket wins.

WATER BALLOON BOUNCE

You will need a tarp, sheet or blanket for each team, or teams can take turns. Players hold the tarp at the edges. Three water balloons are placed in the center of the tarp. By quickly snapping the edges of the tarp outward the balloons are tossed into the air. A point is scored each time the balloons are successfully tossed and caught. Balloons must go up at least eight feet (adjust as needed) in order to score a point. The game ends when a balloon breaks or is dropped.

BALLOON RELAY RACE

Materials: Balloons

1. Assemble each team in single file with the first player in each line holding a balloon.
2. When the whistle blows, the first player on each team passes the balloon between his legs to the next person in line. Each recipient, in turn, passes the balloon overhead to the teammate directly behind him.
3. The balloon is passed alternately between players' legs and over players' heads all the way down the line. When the last person receives the balloon, he races to the front of the line and the balloon pass resumes.
4. The relay continues in this fashion until one of the original players regains position at the front of her line and pops the team balloon.

JUMP THE RIVER

Two parallel lines are drawn twelve inches apart to represent a river. The players line up on one side and run in a group to jump the river. Then they turn around and come back across the river with a standing jump. Then a new line is drawn to widen the river and the players repeat the running and standing jumps. Anyone who falls in the river by landing between the two widest lines is out of the game.

CROSS THE RIVER

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

WET POTATO

Material: Balloon, pin, water

Using a pin, poke a hole in a balloon. Then fill it with water, so that it becomes a "time bomb" with a slow leak. Players stand in a circle and toss the balloon around. The idea is not to be the person holding the balloon when it runs out of water. The focus isn't on winning or losing - it's on how wet you get while playing the game.

WATER RELAY RACE

Materials: One small can with holes (see description) per team and two buckets per team

Note: Cub Scouts will get wet in this game. Cub Scouts will transport water from a full bucket to another bucket, while holding the small water can above their heads. Everyone on the team takes equal turns carrying water. Each carrying can has many small nail holes in the bottom edge, resulting in a shower effect on the carrier. After 5 minutes, the team that has the most water in the bucket they're carrying it to wins.

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MELTING ICE CUBES

Materials: Ice cube bags, bowl, measuring jug, stopwatch.

Each group has the task of melting 20 ice cubes. They have approx. 3 minutes to perform the task (try out beforehand how long it takes to melt one ice cube). The fluid which has been produced in the given time is measured. The team with the most water is awarded the most points.

GAMES - IN THE POOL

ICY CUBE COUNT

Materials: Large plastic bowls or pails (one for each team)

Large bag of ice cubes

Inflated pool doughnut (one for each team)

1. For each team, nestle a large plastic bowl or a small pail in the center of an inflated pool doughnut and set it afloat in the pool (another option is to shape a foam noodle into a ring and secure it with a rubber band).
2. Once everyone's in the water, quickly dump a large bag or two of ice cubes into the center of the pool.
3. The team that gets the most cubes in its bucket within 3 minutes wins. (If it's extra hot out, you may have to limit the time to 2 minutes or less).

WATER VOLLEYBALL

Equipment required: volleyball net, large inflated balloon. Follow volleyball rules. It's tougher to move around in the water than on the ground.

WATERMELON ROUNDUP

Throw a couple of watermelons into the pool. Do this where the boys can stand up if they need to, so that they can recover if they get overly exerted. Let the boys jump in and try to roundup a watermelon. The winners get the first piece of the watermelon. Share the rest for a great treat!

BEACH BALL RACE

Materials: Several beach balls

The object of the game is to for the players to push a beach ball with their nose, while swimming, to the other end of the pool. The first player whose beach ball reaches the end of the pool wins.

This game can also be played as a relay race. In this version, when the player reaches the end of the pool he must turn around and continue to push the beach ball with his nose until his beach ball reaches the starting position. Then the next team member takes over.

MORE GAMES AND ACTIVITIES

From the *Cub Scout Leader How-To Book* -

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

PROJECTS

BUBBLE SOLUTION

Materials: 1/4 cup dishwashing detergent, 2 cups water, 1 tablespoon glycerin, pitcher or bowl with lid, spoon

With the spoon, mix the dishwashing detergent, water and glycerin in the pitcher or bowl. Dip a bubble wand into the solution and blow gently through the film of soap to form a bubble.

The glycerin keeps the bubbles from drying out. The soapy film is elastic, so when you blow air into the solution, the skin stretches.

Bubble wands can be made from all sorts of things - Telephone wire, pipe cleaners, cardboard tubing, jar lids, rubber bands or straw.

PAPER CUP

You can make a paper cup from a square sheet of paper. Butcher paper works well. Use it at your picnic for water or a scoop of ice cream!

1. Fold the paper in half diagonally.
2. Fold the left corner over to the right side.
3. Fold the right corner over to the left side.
4. Fold down the top front flap.
5. Flip the cup over and fold down the other top flap.
6. Open your cup, fill it with water and take a sip!

BOAT IN A BOTTLE

Materials: Clear plastic 2-liter bottle with cap, baby or vegetable oil, 3 wooden craft sticks, waterproof glue, blue food coloring, sandpaper, 4 thumbtacks, a small piece of matchstick (or similar size small piece of wood) and water.

Prepare the bottle:

Remove the label from the 2-liter bottle. Fill the bottle halfway with oil.

Color some water blue with food coloring in a jug. Any color is fine, but blue looks really nice. Add the colored water to the bottle until it is almost full. Water is denser than oil, so it will sink to the bottom. When you rock the bottle the oil and water stay separate and you get some great waves.

Making the boat:

Using the craft sticks, we will make the boat. Cut each of the three craft sticks in half and glue the four of the halves on top of each other in a pile. The extra half can be cut and made a bit smaller and glued to the top of the boat for the cabin. With sandpaper, sand the front of the boat into a point.

Next, stick four thumbtacks in a row on the bottom, get the weight just right so that the boat floats well. You can also use a piece of craft stick for the cabin and a piece of matchstick for a smokestack.

Put the boat in the bottle. Twist the cap on tight and prepare to ride the waves.

You can use a smaller bottle, just make a smaller boat.

VEGETABLE REGATTA

A vegetable regatta is just like the raingutter regatta except that you use vegetables instead of the regatta kit. Boys choose the type of vegetable they want and carve it to make a boat. Sails can be added using toothpicks.

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SCULPTURES OF ICE

Materials:

Empty plastic containers or milk cartons

Water

Food Coloring

Garbage bags

1. Add a few drops of food coloring to water that you have put into empty plastic containers or milk cartons. Freeze overnight.

2. The next day, spread large garbage bags on a picnic table (in the shade!), and put a frozen container on each. Peel off or have an adult cut away the containers. Now you are ready to sculpt. Use your hands and your mouth to make wild and crazy shapes. (Wear protective clothing as the food coloring in the ice may cause some clothing to stain.)

Tiger Cubs

Tiger Cub Graduation Preparation

Props - Three candles on left - two orange, one black

Three candles on right - two blue, one gold

One white candle in the middle (This candle should be lit before the ceremony starts.)

Pieces of orange, black, blue and gold construction paper cut out to be "paws". The paws should be placed in order and fairly close together and getting further apart and harder to follow as the continue. The paws should be taped to the floor so that the scouts will not slide on them. Each piece should have a word printed on it (in order) - Search, Discover,

Share, Sign,

Handshake, Salute, Motto, Promise, Law, Bobcat, Wolf, Bear, Webelos, Arrow of Light.

Tigers and Parents -

Each Tiger should wear his Blue Cub Scout shirt under his Tiger Cub shirt. The parent with each Tiger Cub should have a Wolf neckerchief and slide. Pack -

The pack should have the Tiger Graduation patch and certificate for each Tiger Cub.

Scout Volunteers needed:

Cubmaster

Tiger Cub Leader

Wolf Scout

Bear Scout

First Year Webelos Scout

Second Year Webelos Scout

SPECIAL NOTE:

Adult Partner, Parent and Family are referred to in the ceremony. In using this ceremony please use the designation that is appropriate to ALL the Tiger Cubs in your pack. IE - use of the word parent may/may not be appropriate, etc.

Tiger Cub Graduation Ceremony

Cubmaster - Tonight we honor our Tiger Cubs. Will the Tiger Cubs and their

Adult Partners please come forward.

Tiger Leader - For the past few months you and your family have explored all sorts of new and exciting things and places as Tiger Cubs. You have taken part in

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the Tiger Cub Motto and used it in your home, school and neighborhood This white candle represents the spirit of scouting, the ideals that you have begun to live this year.

(Light first Orange Candle) - You and your adult partner have searched out in your community new activities which have shown you how people work together and have fun together.

(Light Black Candle) - You and your adult partner have discovered that by doing things together with friends and family you feel a sense of being part of a great family, community and country.

(Light Second Orange Candle) - The things you have searched out and discovered have been shared with your family, friends and fellow Tiger Cubs, which let them

learn about you and the things you saw and did. You will see the meaning of Cub Scouting with the Arrow of Light.

The trail is not an easy one. It will be easy to stumble. It will get more difficult as you go further on the trail. Do not expect to be able to be perfect on the trail tonight - it will take four years for you to gain the ability to follow the trail easily. As you follow this trail in Cub Scouting you will experience new things much as you did as a Tiger Cub.

(Light first Blue Candle) - You will learn that about the purity in living by following the scout oath and law

(Light Gold Candle) - You will learn about the unknown, the fear and the doubts, and how the Scout Motto will take these away.

(Light second Blue Candle) - You will learn knowledge, joy and confidence and how being a Cub Scout helps you to grow as a person. You are now ready to continue on the trail of Cub Scouting. It is not a trail that you can or will follow alone. Your family will be at your side at all times throughout your scouting experience. Support will also come from all members of this Pack. You will notice that there are members of the Pack along the trail you will follow tonight. There are Wolf Cubs, Bear Cubs, Webelos Scouts, the Cubmaster and other adult leaders. These people are there to help you at every step of the way on the trail. They are there to welcome you to the Pack. As you progress on the trail your family will help you grow into the uniform of Cub Scouting, which you will wear along the rest of the trail. Continue on along the trail, and ask those other Cub Scouts along the trail for help as you may need it- they will help you.

I ask that as your name is called that you and your family start on the trail. Please stop when the trail gets difficult. (This should be about the paw of salute or motto - Let the adult partners who will walk with the scouts know this ahead of time so they can stop their scout at this point and take their Tiger shirt off so they can continue on the trail in their blue Cub Scout shirt)

You will be given help to prepare you to continue along the trail. Each scout called by name

As each Scout completes the trail -

Cubmaster - (Scouts First Name), I would like to welcome you to the Pack. I am proud that you have completed your Tiger Cub and present you with this certificate and this patch that you can wear on your Cub Scout uniform to show this accomplishment. I welcome you to the Pack with the neckerchief of the Wolf Cub. Wear it as you continue on your scouting trail. (Adult partner will help the Cubmaster place the neckerchief around the scouts neck)

The Pack Meeting

Gathering Activities

Ahoy, Dinghy

When it comes to boating, how much do you know? Are you lost at sea, or are you so smart you've got nothing but smooth sailing ahead? Take our quiz and find out. Circle the answer for each question.

1. "All hands on deck!" means:
 - a. Let's build a new patio.
 - B. The crew has to play cards
 - c. It's time for everyone to do handstands.
 - D. Report to the captain.
2. If the captain tells you to "drop anchor," you should:
 - a. Drop what you're doing
 - b. Throw Peter Jennings overboard
 - c. Lower the ships anchor
 - d. Go on a diet
3. You are told to walk the plank. This means:
 - a. It's your turn to take the ship's plankton for a walk
 - b. You have to jump off the ship
 - c. You must do a yo-yo- trick
 - d. You should do a silly walk
4. If someone yells "Ship Ahoy!" It means:
 - a. There are free cookies in the area.
 - B. The ship needs immediate hoying.
 - C. Another ship is sighted.
 - d. The boat needs to be turned around.
5. A "dingy" is:
 - a. A sailor making his or her first voyage
 - b. A small rowboat
 - c. A boat's bathroom.
 - D. The bell the cook rings to call people to eat.
6. What is the last line of this traditional sailor's saying?
"Red sky at night, Sailor's delight, Red sky at morn..."
 - a. For lunch, we have corn.
 - B. Our sail, it is torn!
 - c Every rose has it's thorn.
 - D. Sailor take warn.
7. A "galley" is:
 - a. The kitchen of a ship
 - b. What a male sailor calls his girlfriend
 - c. Where the female sailors sleep
 - d. Where the captain hangs his paintings
8. Which of the following is a kind of small sailboat:
 - a. Jiblet
 - b. Sunfish
 - c. Tagsail
 - d. Sandcrab

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9. A "sea shanty" is:
 - a. An old lighthouse
 - b. A facial-wart caused by too much wind exposure
 - c. A refreshing beverage enjoyed by the sailors
 - d. A rousing nautical song
 10. A "barnacle" is:
 - a. A tall tale told by a sailor
 - b. Where the animals are kept on a ship
 - c. A crustacean that clings to rocks and floating objects in the sea.
 - d. A nose-hair remover for sailors
- Answers: 1 - D, 2 - C, 3 - B, 4 - C, 5 - B, 6 - D, 7 - A, 8 - B, 9 - D, 10 - C

Opening Ceremonies

Seaside Opening

Personnel: Cub Scouts

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

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

Cub1: Here at the beach there is so much to see! Look on the ocean is a sailboat!

Cub2: Yeah! They're great. But the waves are really fun. I love to run into the water and let the waves push over me.

Cub #3: Do you know what I like? I think the seagulls are cool! They attack when you sit down to have lunch.

Cub #4: Yeah! But have you ever been able to find a starfish at the edge of the water. That's really cool!

Cub #5: Do you know what else is fun! Hunting for clams. They bury themselves in the sand and when you get close to getting them--they squirt!! (Cubs reach in their buckets and use their squirt guns to *squirt* the audience.

SAFE SWIM OPENING

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

Cub Scout #1 - S is for SCOUTS, we have fun.

Cub Scout #2 - A is for ACTIVITIES, out in the sun.

Cub Scout #3 - F is for FRIENDS, your buddies in the pool.

Cub Scout #4 - E is for EXCITEMENT, but keep your cool.

Cub Scout #5 - S is for SAFETY that must come first.

Cub Scout #6 - W is for WATER, not only for thirst.

Cub Scout #7 - I is for INSTRUCTIONS we follow with care.

Cub Scout #8 - M is for MERRIMENT we all love to share.

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

WATER OPENING

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

Cub Scout #1 - W -We love to get wet and play in water.

Cub Scout #2 - A - Animals, people, and plants all need water to survive.

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Cub Scout #3 - T - Take time to use water wisely.

Cub Scout #4 - E - Everyone is responsible for keeping our water clean.

Cub Scout #5 - R - Rivers, streams, lakes and oceans are some of our national treasures.

Please rise and join us in honoring our country by saluting the flag and saying the Pledge of Allegiance.

Opening

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

Have all the boys stand around the edge of the shallow end of the pool or the side of the beach. On signal, they are to jump or wade into the water and make a circle in the pool.

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

"As a Cub Scout:

I promise to be careful in the water

I will observe water safety rules at all times,

When I am with a group around water I will encourage others to do the same. Please join us in the Pledge of Allegiance.

Seas Adventures

(can be used as closing also)

S - is for SCOUTING, a well rounded activity.

E - is for EACH Cub Scout doing his best all the time.

A - is for AWARENESS of our duty to God and Country.

A - is for ALL people working together.

D - is for DEPENDABLE, which we always are.

V - is for VIGOROUS, what we are at work or play.

E - is for the EXCITEMENT of our activities.

N - is for our NATION, of which we are all proud.

T - is for THOUGHTFUL, which a Cub Scout strives to be.

U - is for UNITED, as we all work and play.

R - is for RECOGNITION, for jobs well done.

E - is for the ENTHUSIASM we have for our daily good turns.

S - is for SERVICE to our community.

Stories and Audience Participations

IN SEARCH OF SUN SCREEN

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

Timmy: "I love to swim".

Cub Scouts: "Do your best".

Swim/Swimming: "Splash, splash, splash".

Sun Screen: "Aaaaaaaa-Oooooooo".

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

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

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

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

Robinson Crusoe's Diary

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

Copy these phrases on slips of paper:

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

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

Advancement Ceremonies

MAGIC H2O BOBCAT RECOGNITION

(could easily be adapted for any rank)

Equipment: A large bucket; A small clear container; Water; Blue food coloring; Bobcat award;

Zip-Loc bag; Large piece of cloth; 3 ping pong or tennis balls; A permanent marker.

Preparation: Before the meeting, fill the small container with water and add a few drops of blue food coloring. Place the awards in the Zip-Loc bag, making sure there is air in it so it will float. Place the bag in the water container, then place the water container inside the bucket. Be sure the container is in the back of the bucket. Cover top of bucket with cloth. With the marker, write a large letter "H" on two of the ping pong balls, and a large "O" on the remaining ball.

Cubmaster: I'm sure that you have learned a few things about water at your den meetings this month. Let's see--water is wet, it tastes good on a hot summer day, and it is fun to play in. Did you learn that water is made up of two atoms of hydrogen and one atom of oxygen? That's what we mean when we talk about good old H₂O. (Holds up ping pong balls with letters on them).

These balls represent the atoms needed to combine to produce water. But they also represent something else.

They represent three things that need to combine to have great Bobcats in our pack. (Calls up parents and family of boys receiving rank advancements).

The first "H" in our Bobcat molecule stands for Home. (Hands ball to parents). Home is where our Bobcat learns to get along with others and have fun with their families. Home is where this Bobcat passed off the requirements to earn his Bobcat award, with the assistance of his family.

The second "H" stands for Help. His parents help him, but he also has very special helpers who meet with him each week and provide new and exciting things to do. These are his den leaders. (Calls up den leaders; hands ball to them).

The final and most important ingredient in our combination is "O." Our "O" stands for "Oh, boy!!" (Calls up boy who is receiving award and hands ball to him) "Oh, boy, it's time for the den meeting." "Oh, boy, let's go to the Pack meeting. I'm sure that Cubmaster will do something crazy this month!" Oh, boys are the most, very important people, in our pack.

What happens when we combine all of these forces--the Home, the Help, and the "Oh, Boys!"?

Let's see. Will you all place your atoms in the bucket? Do it gently now, we don't want any catastrophes tonight! (Cubmaster lifts cloth in front of the bucket and the participants place balls in bucket.) Will everyone join me in saying the Cub Scout Motto magic words? (Cubmaster waves arms over the bucket like a magician.) "Do your best!" (He peeks under cloth)

Hmmmm...it doesn't seem to be working. Maybe we need to say it a little louder so the forces have the power to combine. Let's try again. DO YOUR BEST!! (Cubmaster reaches into bucket and removes container with water)

Wow! That was great! Our two H's and an O combined to form this water. But wait, there's something floating on top. (Asks Cub Scout recipient to remove the bag). When you combine the Home, the Help, and the "Oh, boy", you get a brand new Bobcat. Always remember to use these ingredients as you travel down the Cub Scout trail. All three combined together can be really magical! (Asks boy to hand bag to parents, who open the bag and present the award to him) Congratulations to all of you. Let's give _____ a cheer! (Lead an appropriate "water" cheer)

SWIMMING HOLE ADVANCEMENT

Submaster: Here we are at the ol' swimming hole. Learning to swim is a lot like Cub Scouting. First we learn how to float, then we learn how to paddle around, but we still aren't strong swimmers. Eventually, with hard work, we learn to swim further and faster. In Cub Scouting, the boys first earn their Bobcat badges. They've made their first splash in Scouting. (Call the new Bobcats and their parents forward).

The next step is the Tiger badge. The Cub Scout must work harder to complete the requirements but he has learned to paddle around the Cub Scouting pond. (Call the new Tigers and their Tiger Cub adult partners forward).

Next we have the Wolf badge. The Cub Scouts working on their Wolf rank have had to learn more skills and they are very comfortable swimming and learning. (Call the new Wolves and their parents forward).

The Bears have learned to swim a little further and a little faster. They have mastered the kick that will propel them through the Cub Scout program. (Call the new Bears and their parents forward).

Now we come to our strongest swimmers, the Webelos. These boys have completed many practical tasks and learned many new skills to advance this far. They are almost ready to leave our little Cub Scout swimming hole and jump into the deeper pool of Boy Scouting. (Call the Webelos and their parents forward).

Congratulations to each of these boys. The requirements for these advancements are not easy and each worked hard to earn his rank. Thank you to each of these boys' parents. Without your help and support, your sons would not be able to advance.

OTHER WATER ADVANCEMENT IDEAS

1. Cut shark fins from black poster board and staple to the side of a 2x4. Spread a blue tarp on the floor and crumple it to look like waves in the ocean. Put shark fins around the tarp between the waves. Make a narrow bridge across the water by putting an 8" length of 2x4 on top of a block at either end. Nail it to be firm. Tell boys receiving the awards that they must walk across the bridge without falling in the water to receive their award. You can liken the sharks to the bad things in the world and the bridge can be how Cub Scouts helps to keep you safe from them. Mom and Dad can help hold the boy's hand, just as they do during the Cub Scouting trail.

2. Attach awards to oars. Might write on awards, You "OAR" fantastic

3. Attach awards to small boats. Float in small swimming pool. Boy can retrieve his boat. The boat - make out of cork with toothpick sail. Glue penny on bottom for weight - "You sailed away with first place" or "Congratulations on sailing away with your Bear badge!"

Arrow of Light Ceremony

CM: The final and highest rank of Cub Scouting is the Arrow of Light. To earn it a boy must be a member of his den for at least six months since turning 10 years old and have earned the Webelos Rank. He must have earned the Fitness, Readyman, and Citizen Activity Pins and five more for a total of eight. He must know the Boy Scout Oath and Scout Law from memory as well as the Boy Scout slogan, motto, sign and salute. He must have participated in a Webelos overnight campout or a Webelos day hike. He must have visited a Boy Scout troop with his parents and den and taken part in a Boy Scout outdoor activity.

CA: There are Webelos Scouts among us tonight who have earned Cub Scouting's highest award. Would (insert names) and their parents please come forward and stand here facing the audience. (Assistant Cubmaster escorts the Scouts and their parents to the stand next to the ceremony table, facing the audience, with the parents standing behind their Scout.)

CM: The Arrow of Light is much more difficult to obtain than a belt loop, an Activity Pin or even one of the other rank patches. To obtain this award, these scouts have met a number of requirements, including completion of eight activity pins, participation in camps, hikes and Boy Scout activities, the memorization of the Scout Oath and the Scout Law, and the commitment to live by the principles. Webelos Scouts will you please stand at

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attention, salute your audience and recite the Scout Oath and Scout Law in unison, (Cubmaster steps to the front to face the Scouts, salutes and leads)

On my honor,

I will do my best;

To do my duty to God and my Country and to obey the Scout Law;

To help other people at all times;

To keep myself physically strong, mentally awake and morally straight.

A Scout is Trustworthy, Loyal, Helpful, Friendly, Courteous, Kind, Obedient, Cheerful, Thrifty, Brave, Clean and Reverent.

Thank you. As you can see on the candle holder, the Arrow of Light symbol is made up of an arrow which points the way to a good life and a rising sun which symbolized the constant new challenges provided by Scouting and by life itself. The seven candles in the emblem represent the seven rays in the Arrow of Light symbol you see before you.

CA: (Cubmaster lights the first candle)

This first ray represents Wisdom. Having wisdom doesn't mean that a person is smarter than others. It means that he uses what he knows to live a better life.

(Cubmaster lights the second candle)

This ray represents Courage. Courage does not mean you have no fear of danger. It means that you can face danger despite your fear.

(Cubmaster lights the third candle)

The third ray stands for self-control. Self-control means being able to stop when you have had enough of something and being able to choose your own path instead of merely following others.

(Cubmaster lights the fourth candle)

The fourth ray stands for Justice. Justice means being fair with others we play and work with, regardless of who they are.

(Cubmaster lights fifth candle)

The fifth ray represents Faith. Faith includes belief in God, and in things we cannot see, but feel are true.

(Cubmaster lights the sixth candle)

This candle represents Hope. Hope means to look forward to good things you believe will happen. You hope for better things tomorrow, but at the same time you work hard today to make them happen.

(Cubmaster lights the seventh candle)

The last candle and the last ray of the sun of the Arrow of Light symbol stands for Love. There are many kinds of love. Love of family, home, fellow men, God, and Country. Every kind of love is important for a full and happy life.

CM: You will find that living by these seven virtues can lead to a happy life. The Arrow of Light is a significant achievement. The Boy Scouts of America recognize it as such. When you become a Boy Scout, you continue to wear the Arrow of Light on your uniform. When you become an adult leader, you wear a square knot, which represents the Arrow of Light on your uniform.

You've completed all the requirements for your Arrow of Light Badge and have completed the Cub Scout Trail. It is my pleasure to award you your Arrow of Light badge to your parents, who have been your Akela in completing these requirements. Parents, please award this badge to your son and congratulate him on a 'Job Well Done.'

(Assistant Cubmaster awards boys their certificates, and presents the parents with the Arrow of Light badge. Parents pin it on their sons. Then present the mother's pin to the boy and have him pin his mother or father)

Receive now the mark of the Arrow of Light, a Yellow mark, symbolizing light from the blazing sun above us, lighting our way through life. (Assistant Cubmaster marks each boy with Yellow face paint).

Songs

Supercalifornisurfer

(Tune: Supercalifragilisticexpialicocious)
Supercalifornaisurfer, experts of the ocean.
Even though the most of them
Do not use suntan lotion
When they hit the waves too hard,
They always cause a motion,
Supercaliforniasurfer, experts of the ocean.

Um diddle diddle diddle um diddle ay!
Un diddle diddle diddle um diddle ay!

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

(Repeat first verse and chorus)

Shipwrecked

(Gilligan's Island Theme)
Our pack set sail on the sea one day
In search of coins of gold
A hearty group of brave Cub Scouts
With leaders true and bold.
The weather started getting rough
The tiny ship was tossed
If not for the courage of our Cubmaster
The whole pack would be lost

Our boat touched ground on a rocky isle
And, up walked an old, old man
He tossed a towel to dry us off
He raised high his right hand
He said, "You're s sharp pack of Cub Scouts
Your courage's brave and sure
To sail out to sea like this
For a scouting adventure."

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He gave us directions to get home
We set sail with good cheer
We reached home with the setting sun
And tied up to the pier.
We looked in the bottom of the boat
To see the old man's towel
His name was stitched along the hem
His name was Baden-Powell.

Scout Wetspers

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

DIVER'S SONG

(Tune: Sailing, Sailing)

Diving, diving into the deep blue sea,
And many a fish we've scared away
On that you will agree.

Diving, diving, into the ocean blue
With flippers and mask, and oxygen gas
We'll have an adventure true!

IT IS RAINING

(Tune: Frere Jacques)

It is raining, it is raining;
On my head, on my head.
Pitter, patter raindrops;
Pitter, patter raindrops;
I'm all wet! I'm all wet!

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WATER WATER EVERYWHERE

(Tune: Row, Row, Row Your Boat)

Water, water everywhere,
But not a drop to drink.
Pull the plug and watch it swirl
Slowly down the sink.

Water, water everywhere,
There are puddles on the floor.
Watch the crazy Cubmaster
Go sliding out the door.

Water, water everywhere,
Make a regatta boat.
Put it in the rain gutter
And watch it float and float.

Water, water everywhere,
Rain is falling down.
Catch some raindrops in your mouth
And watch your tonsils drown.

Water, water everywhere,
And now our song is done.
Hit us with some water balloons,
Getting soaked is really fun!

SWIMMING, SWIMMING

Swimming, swimming in the swimming hole.
When days are hot, when days are cold
In the swimming hole.
Breast stroke, side stroke, fancy diving too.
Don't you wish you didn't have anything else to do!?

I'M ALL WETTA

(Tune: Alouetta)

Chorus:
I'm all wetta.
Yes, I am all wetta
I'm all wetta.
Yes, I am all wet.

Tell me how I got that way.
Tell me how I got that way.
Got that way. Got that way.

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Oh... (Chorus)

I ran right through the garden hose.
I ran right through the garden hose.
Garden hose. Garden hose.
Oh... (Chorus)

I jumped into the swimming pool.
I jumped into the swimming pool.
Swimming pool. Swimming pool.
Oh... (Chorus)

I went swimming in the sea.
I went swimming in the sea.
In the sea. In the sea.
Oh... (Chorus)

WATER SPORTS

(Tune: Yankee Doodle)

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

Chorus:

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

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

Chorus

RAINGUTTER REGATTA

(Tune: My Bonnie Lies Over The Ocean)

We're having a Cub Scout regatta.
We've sanded and painted our boats.
I put on so much decoration,
I sure hope that my boat still floats.

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Chorus:

Sail on, sail on,
Sail on little sailboat, sail on, sail on.
Sail on, sail on,
Sail on little boat 'til you've won.

My boat sails along the raingutter.
I blow it with all of my might.
But I can't steer the sail for the rudder,
So it bounces first left and then right.

Chorus

It got to the end of the gutter,
But somebody pulled out the plug.
The water is rapidly draining.
My little boat goes down - glug, glug!

Chorus

Skits

Freddy Fish

Freddy Fish and Sam Clam were the best of friends, and did everything together. One day, though, both perished in a freak mishap. Freddy Fish went to heaven, and immediately looked around for his best friend. Not finding him, he asked St. Peter where Sam was.

"Sorry, he didn't make it in."

"You mean he's down there?" asked Freddy.

"Yes."

"Well, I want to go see him."

"This is highly unorthodox," said St. Peter. "I'll ask the big guy."

Moments later St. Peter returned and said:

"You can go, but you can only stay for one hour."

"Great!" said Freddy, and grabbed his harp before anyone changed his or her minds. He went to the elevator, and went down. When the elevator doors opened, Freddy saw a huge sign:

SAM'S DISCOTHEQUE

He went in, and discovered that it was run by his old friend. They sat down and reminisced about old times, and had a few drinks. Time flew by, and when Freddy noticed his watch, he saw that he had fifteen seconds left to return. He jumped out of his chair, yelled a goodbye to Sam Clam, and raced to the elevator. The elevator doors opened in heaven with only one second to spare. St. Peter was standing there with a stopwatch.

"You just barely made it," said St. Peter.

"I know," panted Freddy, out of breath. "But I have to go back there!"

"What do you mean!?" asked an incredulous St. Peter.

So Freddy Fish say (*Groan*): "I left my harp in Sam Clam's Disco!"

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WATER! WATER!

Cast: Several Cub Scouts.

Props: Sahara Desert scenery (have Cubs draw cactus for background.), A glass of water, comb.

Set up: One Cub Scout sitting with a glass of water.

Cub Scout #1:[Crawls across stage gasping]:Water! Water!

[Collapses about one fourth of the way across]

Cub Scout #2: [Does same as #1, but he gets a little further before he collapses]: Water! Water!

Cub Scout #3, Cub Scout #4. [All do the same as #1 but each gets a little closer to the the glass of water before collapsing.]

Last Cub Scout: [Crawls across the stage, panting and asks for water.] Water! Water!

[When he reaches the boy with the glass of water, he drags himself up onto his knees and pulls a comb from his back pocket, dips it in the glass and combs his hair.]

A BUCKET OF WATER

Scene: A clearing with a bucket of "water". There is NO water in the bucket. The bucket needs to be empty except for a few crepe paper streamers taped to the inside of the bucket so that no one in the audience can see them. The audience needs to think that bucket has water in it; Besides the bucket you will also need a dipper.

[Cub Scouts #1 and #2 enter]

Cub Scout #1: I'm thirsty!

Cub Scout #2: So am I! There's some water! Let's get some.

[They pretend to dip water from the bucket using the dipper.]

Cub Scout #1: [Smells the water] I don't think that water is good. No thanks.

Cub Scout #2: I don't want any of that stuff!

[Cub Scouts walk off holding their noses.]

[Enter Cub Scouts #3 and #4]

Cub Scout #3: Water! Let's have a drink!

Cub Scout #4: [Looks at water] I can't drink that! Look at it!

[They look at the water and shake their heads as they walk off.]

[Cub Scouts #5 and #6 enter]

Cub Scout #5: I am so thirsty!!! [Looks at water] I don't think this is drinkable.

Cub Scout #6: It sure isn't. It stinks!

Cub Scout #5: Well, we should throw it out since it's so bad.

Cub Scout #6: [Picks up the bucket and throws the contents into the audience.]

DEHYDRATED WATER

Props: one large can with lid and a stack of computer paper all connected

Cub #1: Hey, look at this. [Holding up the can and the papers]

Cub #2: What do you have?

Cub #3: What is it called?

Cub #1: It's called DEHYDRATED WATER. It's a brand new item.

Cub #4: How does it work?

Cub #2: [Taking the instructions book from #1.] It says here that it can rid the world of drought.

Cub #3: [Looking over the shoulder of Cub #2.] And it is ideal for camping and hiking.

Cub #4: Read the instructions.

Cub #1: This is going to get complicated.

Cub #2: Yes, look at those legal disclaimers.

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Cub #3: Let me see. [Takes the papers from #2.] Step One says open the can carefully so as not to spill the contents.

Cub # 4: [Taking the papers from #3.] Step Two says to empty the entire contents into a large pot or bowl. [Cubs #1, 2, and 3 act out the instructions.]

Cub # 4: [Reading the papers.] HOLD IT! Step Three says JUST ADD WATER!

All: [Look disgusted and walk off.]

Stunts and Applauses

WATER CHEER

"Wet, wet, wet, water, water, water, ah-hhh"

RAINSTORM CHEER

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

OCEAN CHEER

This is best done with a large group. Have first row sway from side to side; second row swaying in opposite direction; third row same as first, etc, Then have them add sound effect: SWOOSH, SWOOSH, SWOOSH!

ICE WATER CHEER

Pretend to wipe sweat away from brow with bandana. Pick up pitcher and pour yourself a glass of ice water. Throw head back as you drink water, then say, "Ahhh... that was COOOOOOOOL!!!

SURF BOARD CHEER

Pretend to be riding a surf board, run it onto the beach, jump off, spread arms wide, and say, "TA - DAH!!!"

REGATTA CHEER

Hold you right hand, palm up, in front of your mouth and pretend holding a sailboat. "Release" the boat with a series of puffing blows.

SEAL OF APPROVAL CHEER

Place arms together from elbows to wrists, then slap hands together while barking like a seal.

FISHERMAN CHEER

The fish I missed was this long...no this long, well maybe this long.

JOKES/RUN ONS

"H" TO "O"

Teacher: What is the formula for water?

Student: H, I, J, K, L, M, N, O

Teacher: Whoever told you that?

Student: You did! You said it was H to O

ALLERGIC

Cub Scout #1: What do you call someone who is allergic to water?

Cub Scout #2: I give up. What?

Cub Scout #1: Dirty.

THE CANTALOUPE

Cub Scout #1: Why did the cantaloupe jump into the water?

Cub Scout #2: Why?

Cub Scout #1: It wanted to be a watermelon.

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SPONGE

Cub Scout #1: What did the water say to the sponge?

Cub Scout #2: Quit soaking.

FULL STOMACH

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

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

PEANUT BUTTER

Cub Scout #1: What kind of fish goes with peanut butter?

Cub Scout #2: Jellyfish

Closing Ceremonies

THREE IMPORTANT THINGS

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

NET CLOSING

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

A Closing Ceremony for Fathers

Personnel: 7 Cubs, 3 Fathers

Equipment: Game, Jackknife, book or pet, fishing pole

1ST Cub: "What shall you give to one small boy? A glamorous game (holds up game), a tinsel toy,"

2nd Cub: "A barlow knife (holds up jackknife), a puzzle pack, a train that runs on curving tracks?"

3rd Cub: "A picture book (holds up book), a real live pet... No, there's plenty of time for such things yet."

4th Cub: "Give him a day of his very own - Just one small boy and his dad alone (looks up at his father)."

5th Cub: "A walk in the woods, a romp in the park, a fishing trip (holds up fishing pole) from dawn to dark."

6th Cub: "Give the gift that only you can - The companionship of his Old Man" (looks up at father and takes hand).

7th Cub: "Games are outgrown, and toys decoy - But he'll never forget if you give him a day." (Takes his father's hand and walks off with all boys).

Cubmaster's Minutes

"I'm throwing these starfish back into the ocean. You see, it's low tide right now and all of these starfish have been washed up onto the shore. If I don't throw them back into the sea, they'll die up here from lack of oxygen."

"I understand," my friend replied, "but there must be thousands of starfish on this beach. You can't possibly get to all of them. There are simply too many. And don't you realize this is probably happening on hundreds of beaches all up and down this coast? Can't you see that you can't possibly make a difference?" "The

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local native smiled, bent down and picked up yet another starfish, and as he threw it back into the sea, he replied, "Made a difference to that one!"