

January 2009 Monthly Theme:

"A-MAZE-ing GAMES"

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

Webelos Activity Badges: First year, Fitness; Second year, Complete Scientist

Core Values

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

- **Family Understanding** - Boys and all family members will learn more about and gain respect for each other as they play games together this month. They will learn to appreciate each other's unique (different?) skills. Boys can learn games their parents played before computers.
- **Sportsmanship and Fitness** - Cubs will learn about the importance of being a good sport both whether they are winning or not (losing?) as they play games this month.
- **Respectful Relationships** - By seeing how much more fun it is to play a game when players treat each other properly, Cubs will learn the importance of being respectful to others whether they are on his side or not.

The core value to be highlighted this month is:

- **Honesty.** Cubs will learn the importance of following the rules, telling the truth and being honest while playing games.

More Purposes of Cub Scouting developed by this theme:

- **Personal Achievement** - Boys will feel a sense of personal achievement as they master puzzles, mazes, and new games this month and learn the skills required for these activities.
- **Character Development** - Cubs should learn perseverance, honesty, compassion, and respect while solving puzzles and playing games. These traits should help their character development.
- **Fun and Adventure** - Cubs will have fun playing games, solving puzzles, and working together as teams. It should be an adventure to learn new skills to succeed at the games.
- **Preparation for Boy Scouts** - Since Scouting is a "game with a purpose," Cubs will see how it is possible to learn through playing games and see more clearly how Scouting works and want to achieve even more. *(This last one is a real stretch but I couldn't resist)*

Pack and Den Activities

String maze

You will need for each player (or team)

- A different colored ball of string of yarn
- A pencil
- A prize - small candy bar, a slide kit or craft kit, etc.

Preparation: Tie the prize to the end of the sting. Hide the prize somewhere in the room. Unwind the ball of string completely, passing over, under and around table legs, furniture and other objects. Tie a pencil on the remaining end of the string. Repeat this with each ball of string, don't worry about crossing the strings; this will add to the fun.

To play: Give each boy (or team - could be a den) a pencil and tell him that there is a prize at the end of the string. Have them wind the sting around the pencil as they work their way around the room to find the prize.

Hometown Hero Matching Game

Hang up pictures of famous "hometown Americans" with their names below their pictures. (These can be US heroes, locals, etc.) Have their heroic deeds listed out on a sheet that is handed out to everyone and have folks match the people with the actions.

Sealed Envelope Contest

Give each person a sealed envelope with a blank 8 1/2 x 11 sheet of paper folded inside. The Cubs are told they are to write their names on the envelope, then open it and make a design or figure out of the paper by folding and tearing it. Time it for 5 or 10 minutes. Then they are asked to put their figures back in the envelope and hand them in for judging. The prize is given not for the paper design or figure, but to the Cub who opened his sealed envelope in the neatest manner!

Paper Cup Pyramid

One member of each den wears a cardboard hat (a square piece of cardboard that is fastened under the chin with string.) Each team builds a pyramid by placing a layer of cups on top of each other. The highest pyramid in 5 minutes wins, if it doesn't fall.

Pull A Rabbit Out Of A Bag

Each player is given a bag and each bag contains an equal number of objects. Objects used might be such things as a ball, a spool, a stick of gum and other not easily defined objects. As the leader calls out some object, each player must thrust his hand into his bag and bring out the object before the leader has counted to ten. If he succeeds in bringing out the correct object he places it to one side. If he does not succeed, that object remains in the bag. The point is to see who can bring out the most correct objects during the naming of the various items each bag contains.

Pack 'Em In

Preparation: 8 or more people, divided into teams; suitcase, umbrella, hat coat, gloves and scarf for each team (oversized works well)

Divide the group into teams and have each team separate with half at each end of the playing area. Place the suitcase, filled with the clothing, in front of the first player on each team. On "GO", the first team members open their suitcase, put on all the clothing and run down to their teammates at the other end of the playing area. Here, they remove all the clothing, put it inside the suitcase, shut the case and tag the next person in line.

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That person opens the suitcase, gets dressed and runs back to the starting end of the playing area. The shuttle relay continues until all members have had the chance to get dressed, travel and unpack! It is fun to provide additional articles of clothing or accessories, to make the outfit even funnier.

Caterpillar Race

Line up groups in single file. The first Cub Scout in each line places his hands on the ground. Each teammate behind him bends forward and grasps the ankles of the player in front of him. On signal, the columns move forward in this position. When the last player in the column crosses the finish line the team has completed the race, provided that their line is still intact. The first team to complete the race wins.

Which Country's Coins

Gather coins from different countries and place them on display, labeled with unique identifiers. Then list out on sheets of paper the different countries represented. Have folks match the coins to the countries.

Passing The Buck

Material: a beanbag or small rubber ball used as the "buck". Players form a circle and the "buck" is tossed from player to player. The person catching the "buck" must begin to tell a story - something made up on the spot. The player holding the "buck" tosses it to another player who must catch it and continue the story. The story can take any form just as long as there is an attempt to connect it to the last player's contribution. Players must not break the flow of the story no matter how fast the "buck" is passed. Those who have the "buck" must speak--if only a few words--then they can toss it to another.

Minuteman Run

To play this game, you'll need a group of about 10 boys. The players form a circle and hold hands. A person who is chosen "IT" stands inside the circle. He walks around the circle, tapping each player's hands as he says each word of the rhyme, "Red, white, blue, out goes you!" The two persons he taps on the word, "You," run around the circle in opposite directions,, "IT" steps into one of the empty places. The last one to get back to the other empty place becomes "IT,."

The game continues as long as you want it to, or until the players are tired out. You might want to include some variations in tile game such as hopping, skipping, walking, or galloping,

Guard the Treasurer

One boy is chosen to be "IT", the keeper of the treasure, who stands guard over the "jewels", *(beanbag or whatever, My suggestion: you can find chocolate coins covered in gold foil at some discount stores--Baloo)*. Everyone else forms a circle around "IT". The group standing around "IT" must try to steal the treasure without being tagged. Those touched by "IT" are frozen in place and can not longer try for the treasure. Play ends when the "jewels" are captured.

Game

Hide pennies around the room and have teams direct a blindfolded person to find the pennies. The team with the most pennies at the end of 5 minutes wins the pennies they found.

Discovery Game

Supplies: compass (have each boy bring his own), piece of paper for each boy (or den) with the name of their discovery.

The object of this game is for each boy (or den, if used as a Pack Meeting game) to "discover" a part of his town. The discovery is simply a hidden piece of paper with the name of a building or landmark on it. Directions are given by compass bearings and steps to find their building or landmark. The den leader or Cubmaster begins

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by pointing North. Each boy (or den) is given an envelope with instructions. Example: "You are looking for the old rock house. Go southeast until you come to the corner of the room. Go north 7 steps. Look around the furniture you find there. The boy (or den) might find a piece of paper there with "old rock house" on it or they might find a piece of paper with new directions. The boy (or den) which finds their building or landmark first wins.

Who Am I?

Make up a "Who Am I" card for each scout. This card has the name of someone who is famous or well known in some field of communication -- past presidents, politicians, actors, radio personalities, etc. Tape one card on the back of each scout as they arrive (be sure the scout does not see the name). The scouts are allowed to ask each scout two questions which can only be answered with "Yes" or "No" as they try to guess "Who" they are.

Amazing Numbers

You will need a calculator for this:

Take the number of the month you were born,

multiply by 4,

add 13,

multiply by 25, subtract 200,

add the day of the month on which you were born,

multiply by 2, subtract 40, multiply by 50, add the last two digits of the year in which you were born,

subtract 10,500.

Notice anything funny about your answer

Story Box

Use already-made boxes or boxes that Cubs have made themselves., let their imaginations go! A Storytelling Box can also be done individually or as a group. It is a special box into which the following kinds of items, or combinations are placed:

Small, smooth stones (or ceramic squares) onto which words, signs or symbols are painted, or written on.

Small, unusual objects (e.g. toys, things from nature, household items, small bits of clothing, coins, and so on).

Slips of paper or flat sticks with words or pictures on them.

Cubs work in groups of 3-5. The Den Leader can start off with a beginning, then allow one of the group members to "set the stage", or leave it completely up to the individual storyteller from the very start.

The first Cub begins by drawing out an object from the box without looking (the element of surprise makes it more interesting!). The drawn item must be used sequentially in the story and stays out of the Box until the story is finished; i.e. it can't be put back into the box and exchanged, or saved until later in the story, or used again.

The story continues until such time as the Cub becomes "stumped", and pulls out another object. This process continues until the Cub determines that the story is finished.

"What's The Word?" Bee

(Editor's Note: If you prepare well enough in advance, the boys in the den that has to prepare the pre-opening activity can work on this and run it themselves. There are electives in the Wolf Book for making a game. Check for other electives that might be satisfied.)

This game supports "join the game as you arrive" players. Create a stack of flashcards with words that are written in "mirror image" of how they normally appear (like the word "AMBULANCE" on the front of ambulances). (An easy way to create these cards is to print off a list of words in large print, have someone

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make transparencies of them and then have copies of the transparencies made "backwards." As people arrive, they're assigned to one of the two teams playing. Have the players line up in a "math bee" fashion (pairs of players next to each other) and the flashcard presenter sitting opposite the players. As the flashcard is presented, the two "front line" players try to figure out the word. The player who guesses correctly gets a team point and those players go to the back of the line. Make sure the words aren't too big for the boys (even frontward!).

Unscramble Your Own Mess

This was an activity we did in Wood Badge Training many moons ago. Have a group of about 5 to 8 people form a circle with all players facing in. Have each player hold hands with two other players (never holding both hands of one other player). Once the group is "connected," have it unscramble the mess without letting go of one another's hands. You can add one more "director player" to the activity to walk around and give directions to the tangled group on how to get untangled. As people arrive at the meeting, have them form up into new groups and have each group try the activity.

Mirror Maze Relay Race

Set up a serpentine maze that the teams must navigate walking backwards using a mirror to see their way.

Eeb Gnilleps Drawkcab

Hold a two-team spelling bee—with a catch. The boys must spell the words backwards. You won't have much success with long words so you need to come up with a list of short ones. Suggestion: To prepare the words, have someone make up index cards or a listing of the words and their backward renditions.

Behind My Back!

Put together a grab bag full of lots of common items that can be identified by feel. Line up each of two teams so that the teammates are standing shoulder-to-shoulder, with the two teams facing each other. Have as many different items for each team as you can find (but same items can be included) and have the items listed out on a checklist for after the "passing" part of the race. Have a "starter" adult for each team, who has the items hidden in a bag, standing at one end of team, behind the players. Have a "finisher" adult at the other end of the line. On the signal "go." The starter places the first item in the first player's hands which are behind his back. After one second blow a whistle to signal passing the item to the next person as the starter hands the next item to the first player. This continues until all of the items have been passed through all of the players and have been "secured" in a bag by the "finisher" adult. Gather each team together to see if they can recall all of the items they "saw."

Cap On Peg Slide

Note: This is a reverse version of the cup in a ball game.

Materials:

Wooden spool

Wooden peg or dowel to fit center of spool, about 1 $\frac{1}{2}$ inch long

5 inches cording or heavy thread

Plastic cap to fit over the top of the doweling or peg

Paint, color of your choice

$\frac{3}{4}$ -inch PVC slide ring

Equipment:

Hot glue

Paint brushes

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Punch awl or small drill

Directions:

Hot glue the wooden peg into the spool.

If desired, paint both pieces and allow to dry.

Punch a small hole in the center of the plastic cap.

Glue one end of the cording to bottom of the wooden spool.

Slip the other end of coring through the hole in the plastic cap, make a knot and glue in place

Mount the slide ring to back of the spool using hot glue.

Mirror Messages

Materials: Paper, pencils, mirror

Have the boys practice writing letters backwards and looking at them in the mirror. Have them write a mirror message question to another boy in the den and have them give their messages to the boy next to them (so that each boy gets a message to answer). Have the boys then answer in backwards lettering as well.

Speak and Do The Opposite

I couldn't think of a better title for this, but it is fun to play both for kids and adults. Each team sends a person to challenge a member of another team. The person challenging says something like "**I Am Patting My Head**" but in fact they are rubbing their tummy. The person being challenged has to say in reply "**I Am Rubbing My Tummy**" and at the same time be patting their head. If they fail to do it properly in a given time or get it the wrong way round, then the challenging team wins a point.

Mirror Mobile

Materials:

Aluminum wire (use a length of main feed electrical house wire, stripped and unbundled)

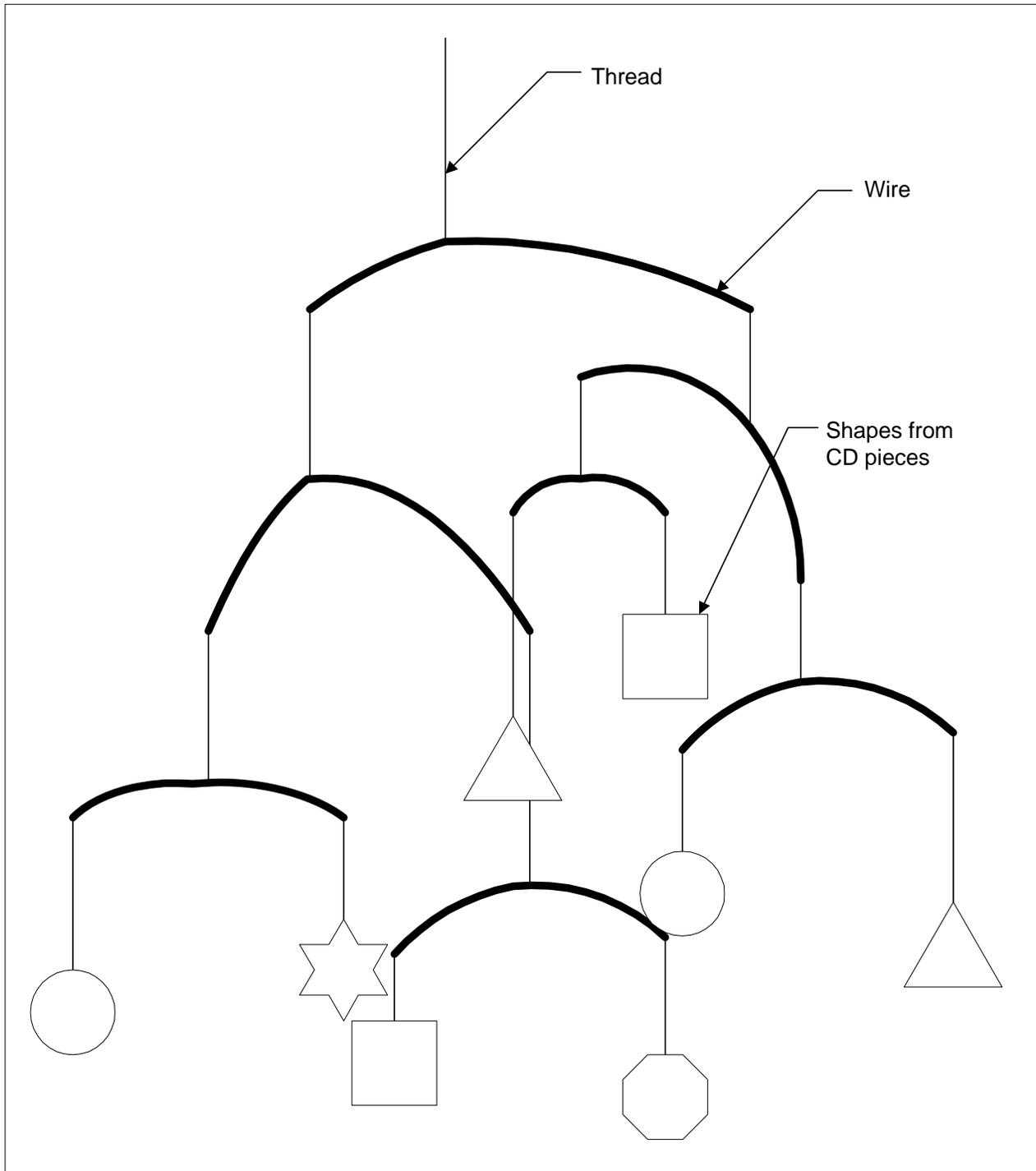
Junk CDs (e.g., AOL)

Thread

Hot glue

Utility knife

DIRECTIONS: Ahead of time, cut the CDs into various shapes. You will need a dozen or more for each mobile. Also, cut the aluminum wire into different lengths (3" to 6"). Put a slight hook on each end of each length of wire to give a place to tie the thread. Cut the thread into varying lengths (6" to 10"). Have the kids glue one end of each thread sandwiched between two pieces of CD. Have them tie and glue the other ends to ends of the some of the wire pieces. Tie and glue the centers of these pieces to ends of other wires forming a mobile. (This is really hard to describe in words—how about looking at a picture instead!?)



The Pack Meeting

Gathering Activities

Scrambled Proverbs

Write out these phrases on a large poster or white board or written out on sheets of paper. As the boys arrive, have them try to figure out what each one is supposed to be. After the Den Meeting Opening, go over them and ask the boys what each one means.

Mixed Up Phrases:

1. of feather flock together a birds
2. barrel spoils the whole apple rotten one
3. don't try again if first succeed at try you
4. you don't come cross to it a bridge until
5. laugh laughs you with and the world
6. nine saves time in a stitch
7. away the doctor keeps a day an apple
8. the worm catches the bird early
9. moss gathers no stone a rolling
10. a dull jack makes all play and boy work no

The Real Sayings:

1. Birds of a feather flock together.
2. One rotten apple spoils the whole barrel.
3. If at first you don't succeed try try again.
4. Don't cross a bridge until you come to it.
5. Laugh and the world laughs with you.
6. A stitch in time saves nine.
7. An apple a day keeps the doctor away.
8. The bird early catches the worm.
9. A rolling stone gathers no moss.
10. All work and no play makes Jack a dull boy.

Unscramble the Message

Have the boys work on unscrambling messages that you prepare or you can use the following list of odrws (words!) and have the boys figure them out:

Cubmaster	Mbucretsa
Pack	Kcap
Backwards	Sdrawkcab
Fun	Ufn
Summertime	Rentmiumes
Cubs	Bucs
Wolf	Lofw
Bear	Aber
Tiger	Gietr
Webelos	Ebleows

Break the Code

This next game is a test that does not measure your intelligence, your fluency with words, and certainly not your mathematical ability. It will, however, give you some indication of your mental flexibility and creativity. It's been found that few people could solve more than half of the questions in the first try, and many reported getting answers long after they first tried the test . . . particularly at unexpected moments when their minds were relaxed. Take this as your personal challenge.

Instructions: Each question below contains the initials of words, when filled in, will make a statement with which you are familiar. Find the missing words.

EXAMPLE: 360 = D in a C would be 360 degrees in a circle.

- 1) 26 = L of the A
- 2) 8 = W of the A W
- 3) 1,001 = A N
- 4) 12 = S of the Z
- 5) 54 = C in a D (with the J)
- 6) 9 = P in the S S
- 7) 88 = P K
- 8) 13 = S on the A F
- 9) 32 = D F at which W F
- 10) 18 = H on a G C
- 11) 90 = D in a R A
- 12) 3 = B M (S H T R)
- 13) 4 = Q in a G
- 14) 24 = H in a D
- 15) 5 = D in a Z C
- 16) 57 = H V
- 17) 3 = P for a F G
- 18) 11 = P on a F T
- 19) 1,000 = W that a P is W
- 20) 29 = D in F in a L Y

Answers

1. 26 Letters of the Alphabet
2. 8 Wonders of the Ancient World
3. 1,001 Arabian Nights
4. 12 Signs of the Zodiac
5. 54 Cards in a Deck (with the jokers)
6. 9 Planets in the Solar System
7. 88 Piano Keys
8. 13 Stripes on the American Flag
9. 32 Degrees Fahrenheit at which Water Freezes
10. 18 Holes on a Golf Course
11. 90 Degrees in a Right Angle
12. 3 Blind Mice (See How They Run)
13. 4 Quarts in a Gallon
14. 24 Hours in a Day

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15. 5 Digits in a Zip Code
16. 57 Heinz Variety
17. 3 Points for a Field Goal
18. 11 Players on a Football Team
19. 1,000 Words that a Picture is Worth
20. 29 Day in February in a Leap Year

Opening Ceremonies

The Value of Games

Materials: Four signs for Cubs to hold with Honesty, Perseverance, Positive Attitude, and Resourcefulness written on them.

Set up: The four Cubs with the signs stand out of sight (in the audience, behind the curtain, on the side lines). Two leaders are up front having a discussion. Leader #1 has a newspaper and a pen.

Ldr #1 - Boy, this crossword sure is tough today. I could sure use some help. (Calls Leader #2), can you help me finish this before the meeting starts?

Ldr #2 - Sure, I love doing crosswords. Maybe the Cubs can help, too

Ldr #1 - Okay, lets go. I need a seven-letter word that means, "telling the truth and being worthy of trust."

Cub #1 -(Comes on stage) I know, I know, it is Honesty (shows his sign to audience)

Ldr #1 - You are right! (Cub goes to center stage, continues to hold his sign up)

Ldr #2 - Now number 7 down is a 12-letter word meaning, "sticking with something, and not giving up, even if it is difficult."

Cub #2 -(Come on stage) How about Perseverance? (shows his sign to audience)

Ldr #2 - You are right! (Cub #2 joins Cub #1 at center stage, both hold their signs up)

Ldr #1 - Now number 5 across is 2 words meaning, "Being cheerful and setting our minds to look for and find the best in all situations."

Cub #3 -(Comes on stage) Is it Positive Attitude?

Ldr #1 - Right again! (Cub #3 joins others, all hold their signs up)

Ldr #2 - Now number 2 down is a 15 letter word meaning, "Using human and other resources to their fullest."

Cub #4 - (Comes on stage) Resourcefulness!!

Ldr #2 - **WOW!** These Cubs sure are smart. (Cub #4 joins others, all hold their signs up)

Ldr #1 - Yes, and isn't it amazing what they can learn playing games! (Point to the signs)

GAMES

Boys Line Up across the front of the room in order and each in turn reads their part.

G - Cub 1: Games are fun and teach us a lot.

A- Cub 2: Active Games or Board Games are all fun to us.

M - Cub 3: Monopoly, Checkers, Tag, Relays, Chess

E - Cub 4: Each must take turns and be patient between.

S - Cub 5: Sportsmanship is a lesson learned.

Cubmaster: Now please join us in the Cub Scout Promise.

Who Wants To Play?

6 boys (or 5 boys and a adult)

Each of the first 5 boys walks across the front holding up a game in a box for all to see.

6th boy walks across the front and says, "Games are Amazing! Wanna Play?"

Cubmaster: Please join us in the Pledge of Allegiance.

Ceremony Awards Backwards (Backwards Awards Ceremony)

This award ceremony will be a challenge to anyone who conducts it. Therefore, it is short and to the point. The best advice is to practice it, practice it, and practice it. Then, make sure you have a cheat-sheet with you when you try to conduct it. (You might decide to have an "interpreter" who, in a quieter voice, repeats each line "frontwards" after the Awards Chairman has said it backwards.)

Scouts Cub our of accomplishments the celebrate we tonight.

Tonight are they where get to hard very worked have they. Bobcat of level the for requirements eight the completed have who Cubs [number] have we.

Parents their with up come boys the would.

[List names of boys (backwards).]

Sons your to badges these award please.

[Hand parents badges and offer the backwards applause.]

Rank Wolf the for requirements their completed have who Scouts Wolf our recognize to want also we

Forward come please parents their and boys following the would

Wolf of rank the reached have and Wolf for requirements twelve the completed have Cubs these

[List names of boys (backwards).]

Sons your to badges these award please.

[Hand parents badges and offer the backwards applause.]

Rank Bear the for requirements the finished have who Cubs some has also Pack our.

Requirements achievement twelve complete Cub each requires rank Bear the.

Self and family country God of areas the in are achievements the.

Forward come please parents their and Cubs these would.

[List names of boys (backwards).]

Sons your to badges these award please.

[Hand parents badges and offer the backwards applause.]

Badges Activity on working been have Dens/Patrols Webelos our.Meeting Pack last the since badges these earned have Webelos following the.

[Call off names of boys (backwards) and the Activity Badges they have earned to come forward and receive them.]

Requirements rank Webelos the completed have who Scouts Webelos our honor to want we finally.

Forward come please to parents their and Webelos these ask we.

Program Scout Cub the in "rank" last the is rank Webelos the.

Award Scouting Cub highest the earn to you challenge we rank this reached have you that now.

Light of Arrow the is award that.

Well done have son(s) your parents.

Badge(s) Webelos their them award please.

Stories and Audience Participations

Casey at the Bat

Divide your group into 3 sections and assign sounds as below.

Casey: "That's me"

Fans: Cheering sound

Bat or Ball : "It's a hit"

Now enjoy this famous poem.

Casey at the Bat

by **Ernest L. Thayer**

The outlook wasn't brilliant for the Mudville nine that day,
The score stood four to two, with but one inning more to play.
And then when Cooney died at first, and Barrows did the same,
A pall-like silence fell upon the **fans** of the game.
A straggling few got up to go in deep despair. The rest
Clung to that hope which springs eternal in the human breast.
They thought, "If only **Casey** could but get a whack at that.
We'd put up even money now, with **Casey** at the **bat**."
But Flynn preceded **Casey**, as did also Jimmy Blake;
and the former was a hoodoo, while the latter was a cake.
So upon that stricken multitude, grim melancholy sat; for there seemed but little chance of **Casey** getting to the **bat**.

But Flynn let drive a single, to the wonderment of all.
And Blake, the much despised, tore the cover off the **ball**.
And when the dust had lifted, and the **fans** saw what had occurred,
there was Jimmy safe at second and Flynn a-hugging third.
Then from five thousand **fans** and more there rose a lusty yell;
it rumbled through the valley; it rattled in the dell;
it pounded through on the mountain and recoiled upon the flat;
for **Casey**, mighty **Casey**, was advancing to the **bat**.
There was ease in **Casey's** manner as he stepped into his place;
there was pride in **Casey's** bearing and a smile lit **Casey's** face.
And when, responding to the cheers, he lightly doffed his hat,
no stranger in the **fans** could doubt t'was **Casey** at the **bat**.
Ten thousand eyes were on him as he rubbed his hands with dirt.
Five thousand **fans** applauded when he wiped them on his shirt.
Then, while the writhing pitcher ground the **ball** into his hip,
defiance flashed in **Casey's** eye, a sneer curled **Casey's** lip.
And now the leather-covered sphere came hurtling through the air,
and **Casey** stood a-watching it in haughty grandeur there.
Close by the sturdy batsman the **ball** unheeded sped -
"That ain't my style," said **Casey**. "Strike one!" the umpire said.
From the benches, black with people, there went up a muffled roar,
like the beating of the storm waves on a stern and distant shore.
"Kill him! Kill the umpire!" shouted some **fans** on the stand,
and it's likely they'd have killed him had not **Casey** raised his hand.
With a smile of Christian charity, great **Casey's** visage shone,

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he stilled the rising tumult, he bade the game go on.
He signaled to the pitcher and once more the dun sphere flew,
but **Casey** still ignored it, and the umpire said, "Strike two!"
"Fraud!" cried the maddened thousands, and echo answered "Fraud!"
But one scornful look from **Casey** and the audience was awed.
They saw his face grow stern and cold; they saw his muscles strain,
and they knew that **Casey** wouldn't let that **ball** go by again.
The sneer has fled from **Casey's** lip; the teeth are clenched in hate.
He pounds, with cruel violence, his **bat** upon the plate.
And now the pitcher holds the **ball**, and now he lets it go,
and now the air is shattered by the force of **Casey's** blow.
Oh, somewhere in this favored land the sun is shining bright.
The band is playing somewhere, and somewhere hearts are light.
And, somewhere men are laughing, and little children shout,
but there is no joy in Mudville - mighty **Casey** has struck out.

A Day at the Ball Game

Divide audience into four groups. Assign each group a response to say when their word is said in the story. Practice as you assign parts.

Johnny	"Cheer, Cheer"
Den Leader	"Happy, Happy"
Umpire	"Blind As A Bat"
Kirby	"Our Hero"

One fine day Johnny's (____) Den Leader (____) decided to take his Den to a ball game. Johnny (____) was so excited because his idol Kirby (____) was playing that day. The Den Leader (____) and some of the parents loaded all the boys into their cars and headed for the ballpark.

On the way to the game, the Den Leader (____) pointed to a man in another car and asked, "Why would a person put on such a dark suit on such a warm day?" Johnny (____) looked at the man and exclaimed, "He's an umpire! (____) I wonder if he is going to the game?" Sure enough, when Kirby (____) and the other players ran onto the field, out strolled the same umpire (____) that Johnny (____) and his Den Leader (____) saw on the way to the game.

When Kirby (____) ran out to his fielder's position, Johnny (____) and all the other people cheered for they knew Kirby (____) was a great player. The Umpire (____) called "Play Ball" Everyone was on the edge of their seats as the pitcher took his sign, wound up and delivered his first pitch. "Crack" went the bat and a long fly ball was headed toward Kirby (____). Back Kirby (____) ran, nearer and nearer to the fence, until he was right up against it. At the last minute he made a great leap into the air and the ball thudded into Kirby's (____) glove. Johnny (____), his Den Leader (____) and everyone cheered as the Umpire (____) signaled "He's Out." The pitcher then struck out the next two batters with the Umpire (____) calling the strikes real loud.

Now it was Kirby's (____) teams turn at bat. Johnny (____) was hoping Kirby (____) would hit a home run. First man up, "Crack," a single. The next batter also singled and now to bat came Kirby (____). Johnny (____), his Den Leader (____), and everyone was cheering and hollering for Kirby (____) to hit a good one. "Strike One", called the Umpire (____) and Johnny's (____) heart came up in his throat. "Strike Two", called the Umpire (____), and Johnny's (____) heart sank. The pitcher took his sign, checked the runners, wound up, and delivered. "Crack" went the bat and Johnny (____) knew Kirby (____) had hit a long one. Back, back went the fielder, clear to the wall. He leaped, but the ball hit the wall above him. Kirby (____) was churning his wheels around first, around second, heading for third. In came the ball and Kirby (____) hit the dirt. "Safe" yelled the Umpire (____). Johnny (____), his Den Leader (____), and everyone cheered.

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Johnny (____) was real happy because although his idol Kirby (____) had not hit a home run, he had hit a triple. And that is as close as any idol can come to what is expected of him. Therefore, Johnny (____), his Den Leader (____), and everyone went home happy.

Rindercella

This is just a fun read-it-to-them story. Better get lots of practice before attempting it, though—it's not an easy read!

Once upon a time in a corn foundry there lived a geautiful birl and her name was Rindercella. Now Rindercella lived with her mugly other and tow sad listers. Also in this same corn foundry there lived a pransome hince, and this pransome hince was going to have a bancy fall and he'd invited people for riles amound especially the pick people. Now Rindercella's mughly other and her tow sad blisters went to town to buy some dancy fesses for the bancy fall, but Rindercella cound't go cause all she had to wear were some old ruddy dags. Finally the night of the bancy fall arived and Rindercella coudn't go so she just crank down and shried. And she was sitting there shrieing when all of the sudden there appreared before her, her gay mudfather and he touched her with his wagic mend and there appeared before her a kig hutch and hix white sorces to take her to the bancy fall, and he said-"Rindercella, be sure and be home before midnight or I'll purn you into a tumpkin!"

When Rindercella arrived at the bancy fall the pransome hince met her at the door because he'd been watching behind a wooden hindow. Rindercella and the pransome hince mance all night until nidnight and they Jeff in fove. And finally the midclock struck night, and Rindercella spaced down the rairs and just as she beached the rottom she slopped her dripper! The next day this pransome hince went all over the corn foundry looking for the geutiful birl who had slopped her dripper. They finally came to Rindercella's house, and he tried it on the mugiy other and if fidn't dit. The he tried in on the two sisty uglers and if fidn't dit and then he tried it on Rindercella and if fid dit! It was exactly the sight rite! And so they were marrned and lived heavenly after nappily. Now the storl of the mory is: If you go to a bancy fall and you want a pransome hince to Tell in fove with you--don't forget to slop you dripped!

Advancement Ceremonies

B-A-L-L-O-O-N

You can have fun, meaningful ceremonies that don't take a lot of time. My youngest will never forget his Wolf ceremony (and he's 17 now.) He was called forward with a few of his peers who had also finished and handed a balloon and a small plastic sword (you could give them a safety pin), accompanied by a few meaningful words about the badge. The boys were told to pop the balloons and voila - out popped a Wolf Badge!

That is the ceremony he remembers most - not the more verbose, more serious ceremonies that accompanied some of his other badge presentations.

Set Up -

Get helium balloons for the number of boys advancing.

Before blowing them up, insert the cloth badge of rank into them then blow them up.

Decorate them to be sports balls: White for soccer, baseball or volleyball; orange for basketball; yellow for tennis. Use your imagination. Use the same type of ball for the same rank to help avoid confusion - especially if you have many boys who are advancing.

Here are ideas you could use to have the Cubs describe their ranks. These are short poems. Don't feel limited by these. Maybe your Cubs would want to write their own lines. They need not rhyme.

Bobcat:

You have to make some promises to become a Bobcat Scout. To follow, help and give goodwill,

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that's what Cub Scouting's all about.

Wolf:

The back and front rolls were easy; making games was fun.

But when it came to giving directions,

I almost didn't get done.

I had to earn the Wolf badge; it meant a lot to me.

Finally, I learned my directions,

and a Wolf Cub Scout I would be.

Bear:

I never wrote a letter before, let alone a 100-word essay,

Or ever learned to throw a rope,

to hit a marker 20 feet away.

And now that I've earned the Bear badge,

all that and a whole lot more

Makes me feel that much smarter than I ever felt before.

Webelos:

Now that I'm a 9-year-old, I belong to a Webelos den.

Activity badges I'll try to earn,

like Athlete, Forester and Outdoorsman.

Arrow of Light:

The Oath and Law are memorized,

graduation day is in sight.

I am prepared for what's ahead;

I've earned the Arrow of Light!

It's hard to say goodbye to friends.

Cub Scouting's meant a lot to me.

But it's time I start the upward trail,

for it's an Eagle Scout I want to be.

Cubmaster:

Now that we have had the ranks explained, we would like to recognize those boys in our Pack who have earned those ranks.

(At this time have the advancing boys come forward with their parents and award the badges.)

Cub Scouting Is Like Playing Baseball

This ceremony takes you through all the ranks. Badges can be presented at each base as the Scouts walk around the infield. Or they can be held and presented at Home plate by calling everyone in one rank at a time. If you are not doing Arrow of Light, take time to modify that section to use it to inspire Cubs finish their path around the bases.

Participants:

All Cub Scouts - Tiger, Bobcat, Wolf, Bear, 1st Year Webelos and Graduating (2nd Year) Webelos Scouts

Den and Webelos Leaders

Parents of graduating Webelos

5 Boy Scouts

Cubmaster.

Setup: Use a baseball field with bases set about 40 to 60 feet apart (60 feet is Little League standard). Parents stand near third base dugout; Boy Scouts stand near first base dugout; Cubs and Webelos stand near home plate with Den and Webelos Leaders beside their dens. Cubmaster stands at pitchers mound.

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Cubmaster: Cub Scouting is like playing baseball. Each base we go to indicates a certain level of skill obtained.

The Tigers are in the on-deck circle. (Tiger Leader takes all Tigers to on-deck circle) Call Tiger parents to on-deck circle. Present awards to Tigers.

When the Cub got up to the plate for the first time, he was a Bobcat. The Bobcat learned the Cub Scout Promise, the Motto and the Law of the Pack. And, as all ball players, he got to wear the uniform showing everyone in the stadium what team he was on - in our case the Blue and Gold team. Call new Bobcats and their parents to Home Plate. Present Bobcat awards.

(Den and Webelos Leaders advance all other Cubs to 1st base and stop.)

The Bobcat hit the ball and ran to 1st base - the first leg of the diamond. At this point he learned the basics of the sport - throwing the ball, batting and catching. To the Scout, it was learning what it meant to help other people and to give good will - a time for the Cub to learn the basics with his coaches, mom and dad. The Cub is on his way to manhood. Call Wolf Parents to First base and present Wolf Awards. (Wolf Cubs and Wolf Leader stay at 1st; the rest go to 2nd base.)

The Cub arrives at the second base, half way around. At this point he learned that through practice and determination one became a better ball handler, better thrower and better batter. The Cub is given choices in the Bear book and begins to choose what he wants to do and where to excel. The Bear Cub sharpens his skills and begins to enjoy the team aspect of the sport, not just individual achievement. Call Bear Parents to Second base and present Bear Awards. (Bear Cubs and Bear leader stay at 2nd; the rest go to 3rd base.)

The Cub now arrives at third base. He can see victory! He knows that if he makes it to third, he has a good chance of scoring. As he passes the shortstop he looks at the coach for guidance. This is the year in the Cub's life that changes most dramatically. He becomes a Webelos. It is the acronym for We'll Be Loyal Scouts. To the baseball player, it means that he has mastered the rudiments of the sport and now must rely on his coach to lead him around the bases. The Scout begins to trust others, listen to the coaches, back up his fellow team members and show maturity on the field. The Webelos 4th grade Scout goes on a few campouts and obtains a taste of adult responsibility. Call First Year Webelos Parents to Third base and present Webelos Awards. (Graduating Webelos go half way to home plate.)

The Cub has gotten the high sign from the coach and he puts on the afterburners as he rounds third base. He's heading for home. The fans are standing, rooting as he approaches home plate. The Cub is on his last leg of the course. He knows he is going to score. The anticipation is tremendous, as he knows his run could win the ball game. (Parents of graduating Cubs and Boy Scouts go to home plate and wait to give the boys a "HIGH FIVE" as they cross the plate.)

The Cubs have earned the Arrow of Light, the highest award given to a Cub Scout. He has prepared himself to return home, but this time as an accomplished ball player. He's learned the fundamentals of the sport. He has learned that he should be TRUSTWORTHY, LOYAL, HELPFUL, FRIENDLY, COURTEOUS, KIND, OBEDIENT, CHEERFUL, THRIFTY, BRAVE CLEAN and REVERENT.

He started from the on-deck circle as a Tiger or home plate as a little league Bobcat and will now return home as a young Scout ready to enter the senior league, the Boys Scouts, and be welcomed by his new coach and team mates from Troop _____. He will be greeted by the most influential people in his Cub sporting career - his parents. They helped him every step of the way around the bases. They are so proud of him that they, too, are anxious for him too cross the plate. They were with him as he touched every base and will continue to be with him in the dugout and after the game.

The Arrow of Light is the only badge of rank earned by a Cub Scout that can be worn permanently on the Boy Scout uniform. There are 7 rays of light on the badge to not only signify the 7 days of the week but the 7 virtues of playing the game:

1. WISDOM - Putting to right use the knowledge they have obtained.
2. COURAGE - To meet the opposition head on in spite of one's fear.
3. SELF CONTROL - Controlling one's temper during the game. Being sportsmen.

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4. JUSTICE - Justice will prevail, even if you think the umpire made a bad call.

5/6. FAITH and HOPE - Two virtues that all players must have on and off the field.

7. And finally LOVE - Love of family, love of home, love of God, love of fellow members and love of the game.

These are the seven virtues that will make you successful in the games to come. Now would the following Scouts proudly stride into home and receive their Arrow of Light.

Cub Scout Baseball

Equipment: A small baseball diamond on the floor in front, badges to be awarded.

Personnel: Cubmaster, boys to receive awards and their parents.

Will (names), our new Bobcats and their parents please come forward to the "on-deck circle?" As you are standing on the "on-deck circle" you are at the beginning of the "game". just as you are at the beginning of the Cub Scout trail. Parents, please accept your son's badge and present it to him. (present badges) Lead Cheer

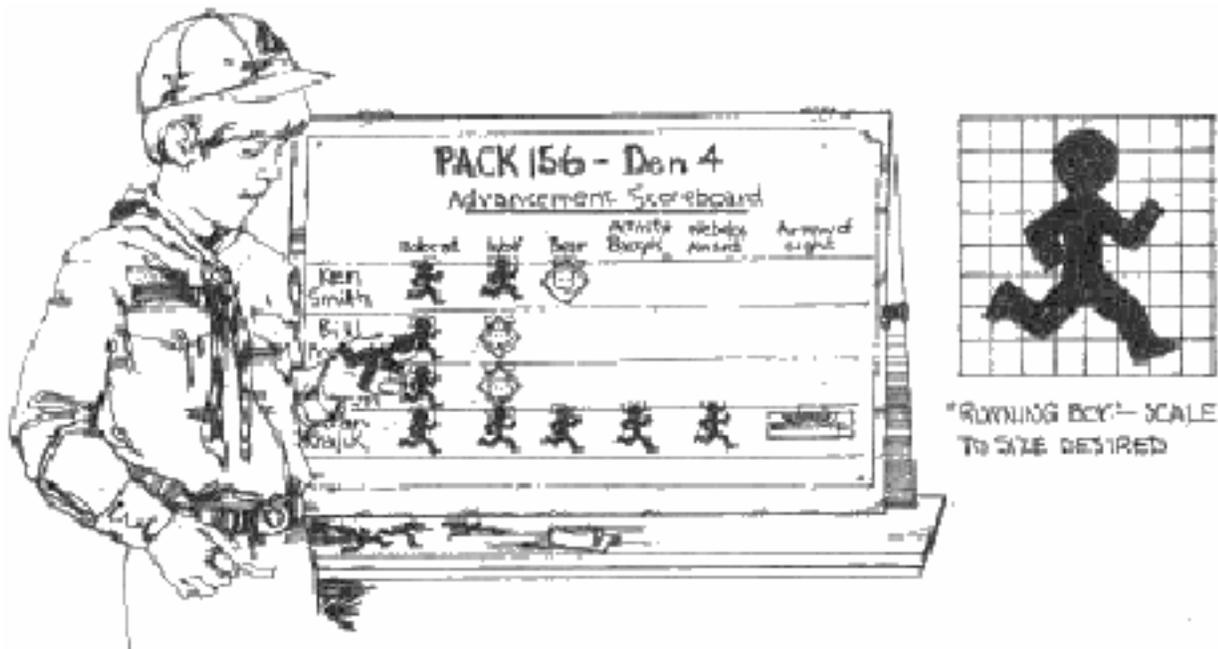
Will (names), our Wolf candidates and their parents please come forward. Stand on first base. This represents the first stop on your Cub Scout trials. You worked hard on earning your Wolf. So keep up the good work. Parents here are their badges. (present badges) Lead Cheer

Will (names), our Bear candidates and their parents please come forward. Your place on our diamond is at second base. This is the second major stop along the Cub Scout trail. Parents, please accept your son's badge. (present badges) Lead Cheer

Will (names), the Webelos and their parents please come forward. Your spot is third. You are almost "home". Keep up the good work and you will have no problem in finishing your trail. You now wear a badge diamond on your shirt to complete that game. You need to receive your Arrow of Light. Work hard and you should have no problem. (present badges) Lead Cheer

(If you have boys earning the Arrow of Light their spot is home plate.)

Scoreboard Advancement Ceremony



Personnel: Cubmaster, Den Leaders, advancing boys and their parents

Props: Scoreboard and cutouts of running figures, invisible tape, straight pins, badges. Make a scoreboard of poster paper and write in the name of the advancing boys. Use grid methods to draw the figure to size you want; then cut out as many figures as you need.

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Call forward advancing Scouts and their parents. Line up the boys on either side of the scoreboard with the parents behind them.

You know, boys, Cub Scouts is a lot like sports. It's fun, it's full of physical activities, and you can win - or lose. In Cub Scouting you win by growing strong in mind and body, and by advancing in rank. Or you can lose by not joining in our Den and Pack activities and by not doing your best to pass achievements and electives.

You boys have all been winners this month. You have advanced in rank or earned arrow points, or both. Your coaches have been your Den leaders and your parents. In Cub Scouting, we could not get along without coaches. So I want to congratulate all of you, boys and parents. Now I'll ask each boy to show his progress on our scoreboard by putting on the scoreboard a marker for each rank you have earned and have your parents pin on your new rank badge. (In turn, advancing the boy's tape on a runner for each rank he has earned and removing his new badge for the parents to pin on to his uniform.)

We also have a boy who has earned the Arrow of Light. Cub Scouting's highest award. (Call him forward with his parents.) _____ has shown that he is ready for Boy Scouting by earning the Arrow of Light. He has met the requirements for this award. He is in the ninth inning of his time in our Pack. We are all proud of him and the way he has progressed in the sport of Cub Scouting. Now _____, will you please fill your ranks on our scoreboard and have your parents pin your Arrow of Light badge on your uniform? (They do so.)

I hope that every member of the Pack gets on the scoreboard in the coming year. It is a good way to be a winner in Cub Scouting.

Spirit of Cub Scouting Induction Ceremony

Preparation: Cub Scouts makes a semi-circle with a candle in the middle on a table. Leader lights the candle or turns on an electric candle. Leader leads the new boy(s) to the center behind the candle. He(They) looks at the candle.

Before you burns a white candle which represents the spirit of Cub Scouting.

It takes a team to keep that spirit alive; to keep the flame burning.

You (to the new boy(s)) have been chosen to be a member of our pack.

Look into the flame. It gives warmth and light.

As (a) new member(s) of our pack, you must help to keep this flame burning.

You must learn the Cub Scout Promise and the Law of the Pack and live them.

You must "Do Your Best" to help keep the flame burning by working as a team.

As a new member of our pack, we welcome you with the Cub Scout Handshake.

Den Leader, Cubmaster, and boys give the new Cub Scout(s) the Cub Scout Handshake and welcome him (them) into the Pack.

The boy may also be presented with a slide or other item used by the Pack by his leader to complete the induction to the pack.

Songs

That's Why We're In Cub Scouting

(Tune: Deep in the Heart of Texas)

The fun things in life
Our family's delight!
(Clap hands 4 times)
That's why we're in Cub Scouting!

We do our best
To pass each test.
(Clap hands 4 times)
That's why we're in Cub Scouting!

Hey, Look Us Over

(Tune: Hey, Look Me Over)

Hey look us over, lend us an ear,
Watch us advance in Scouting every year.
First we're Bobcats, then we're Wolves and Bears,
Soon we're Webelos and we'll go from there, a-singing,
Hey look us over, lend us an ear,
Join us in a song and sing out loud and clear,
That Cub Scout advancement is the way to grow,
Stand back parent, here we go!

Cub Scout Fun!

(Tune of "Jingle Bells")

Dashing down the street,
My Den Leader's house is near,
Lots of friends to meet,
Scouting fun and cheer!
We'll earn our whit'lin' chip,
Then tie our knots real tight,
To have some fun now here's a tip,
Den meeting is tonight!
Oh!

Cub Scout fun! Cub Scout fun!
Cub Scouts all the way!
Come and see what we're about,
We hope that you will sta-ay!
Cub Scout fun! Cub Scout fun!
Cub Scouts all the way!
Come and see what we're about,
We hope that you will stay!

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Always do your best
Is the motto of a scout,
Meeting ev'ry test,
Helping others out,
We earn our Bobcat rank,
Then Tiger, Wolf and Bear,
For Webelos we give our thanks,
For Boy Scouts we're prepared!
Oh!

Cub Scout fun! Cub Scout fun!
Cub Scouts all the way!
Come and see what we're about,
We hope that you will sta-ay!
Cub Scout fun! Cub Scout fun!
Cub Scouts all the way!
Come and see what we're about,
We hope that you will stay!

Rotten Reeboks

(tune: Clementine)

Rotten Reeboks, dirty sweat socks,
Generating toxic fumes,
I've seen flies dead, struck in mid air
Fatal venture to his room.

In my brother's bedroom closet
Stinkarooning like refuse
Dwelt a size 10 pair or sneakers
With a smell you couldn't lose.

Aging tennis, in a corner
Turning the air a bluish green,
Hope the county doesn't visit
They'd condemn us sight unseen.

I've tried bug balm, lemon air scent
Even spray that smells like pine,
Must be something that can cut it,
Something strong, like turpentine.

Even weirdo, crazy mutt dog
Who has breath you can't adore,
Makes a wide turn, cuz his eyes burn,
Every time he nears the door.

"What's the big deal?" asks ol' big foot

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None of his friends notice it.
"Proves they're brain dead," says my sister,
"Doesn't surprise me a bit."

"Not to worry," says my father
"Could be money after all,
"Pentagon might pay a bundle
"For the secret to it all."

The Athlete

(Tune: My Bonnie)

They gave me a suit and a number,
And sent me out on the field.
They gave me a ball called the pigskin,
And shoes with some cleats, toe and heel.

Chorus:

Muscles, and cramps,
wracking my body with pain, with pain,
I stand, wondering,
If ever I'll do this again !

Next time they gave me a racquet,
Then sent me out on the court
Funny the things you encounter,
While trying to learn a new sport.

Chorus:

The ordeal was finally over,
At least, that's what I thought.
When they shoved me the soccer equipment,
I fainted dead on the spot !

Chorus:

Cub Scout Sports Song

(Tune: My Bonnie)

My baseball went over the fence
My arrows are broken to bits
My volleyball been deflated
After riding a horse I can't sit

Chorus:

Belt loops, belt loops,
I'll earn my sports pin today, today.
Belt loops, belt loops;
My letter is not far away

Chorus:

My bicycle has a flat tire
My boomerang just won't return.
They say that I've lost all my marbles
And I still haven't gotten my turn.

Chorus:

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My dog ate my ping pong paddle.
My badminton birdie has flown.
I sprained my right ankle while jogging
And was stranded ten mile's from home.

Chorus:

They say that Cub Scout sports are fun.
Some day I would like to know.
I've been wandering around for an hour
Just waiting for my Den to show.

Bowlin', Bowlin, Bowlin'

(Tune: Rawhide)

Bowlin', Bowlin, Bowlin'
Keep those balls a rollin'
Keep those strikes a rollin', alright!
We're laughin' and a grinnin'
Cause our team is winnin'
Soon we'll be in first place.
Head 'em up, roll 'em down
Roll 'em down, make a strike
Make a strike, so we win, alright!
Roll 'em down, knock em off,
Get a mark, make a strike.
We're gonna win tonight!

This is My Baseball

(Tune: This is My Country)

This is my Baseball
I'll share it with you.
This is my baseball
Bring your bat and mitt too!
I'm playing with my friends,
I'm gonna hit one home.
Cause this is my baseball
To share and to hold.

Skits

A New Sport

Have a Den line up on stage. One Scout steps forward and, acting as a narrator, announces that this is the first exhibition of a new Olympic event. This is the cue for the rest of the Scouts to grin as widely as possible. The narrator announces that this event is called the Standing Broad Grin.

The Football Game

A group of boys are discussing a football game. Insert the name of your local high schools or favorite pro teams in the blanks.

I sure hope that the _____ win.

Well, I'm sure that the _____ will win.

Why, the _____ will beat 'em 40 to nothin'.

I can tell you the score of the game before it starts.

All Others: Oh yeah? How can you? You're not psychic, are you?

Cub # 4: The score of the game before it starts? It's nothin' to nothin' of course.

(Others chase him off stage.)

Harlem Globetrotters

Three Scouts are doing laundry. Each is sitting behind a bucket that holds his "laundry". Two of the buckets really have water and a rag or two. All three work at scrubbing and wringing water from their laundry for a few seconds. One sitting on the end shakes the water from his hands getting his neighbor slightly wet. This provokes the Scout in the middle who retaliates with a splash back, escalate in comedic fashion till the one on the end throws a wet rag at the face of the Scout in the middle who ducks. The rag sails on till it smacks the Scout on the far end (previously not involved in the water fight) in the face. The smack-ee picks up his bucket to dump on the others who take flight into the audience.

The Punch line: When the actors are in the crowd the smack-ee tosses the contents of his bucket in a wide arc over as much of the audience as possible. You can fill the bucket with pieces of newspaper, but in a Scouting setting a bucket full of leaves would work just as well. If the actors have a little talent and practice this can be extremely funny

Sportsmanship Skit

Make large cards with the following letters-S-P-O-R-T-S-M-A-N-S-H-I-P. You'll need the Cubmaster and 13 Cub Scouts, each with one letter. As the Cubmaster reads the letters the boys show their cards, read the words for their letter off the back, and hold them up for the rest of the ceremony.

CM: At the start of a baseball game, the announcer yells, "Play Ball!" Very soon, we will be saying that for our big game here at our Pack picnic. But before that, 13 Cub Scouts and I would like to remind you of something very important. We'll do it with a little spelling lesson:

Cub # 1: S - is for smiling, even if you hurt inside.

Cub # 2: P - is for pardoning parents who may show poor manners.

Cub # 3: O - is for oozing enthusiasm for your car and your fellow Den members.

Cub # 4: R - is for respecting the feelings of other Cub Scouts.

Cub # 5: T - is for trying your best and (next letter) is for being satisfied with yourself.

Cub # 6: M - is for mastering self-control.

Cub # 7: A - is for anger, which has no place in our meetings.

Cub # 8: N - is for noticing that only one can win.

Cub # 9: S - is for success in doing your best.

Cub # 10: H - is for hushing boastful words.

Cub # 11: I - is for inspiring us to congratulate the winner.

Cub # 12: P - is for playing the pinewood derby for fun.

CM: Let us remember that word 'Sportsmanship' during our derby tonight.

Broken Finger

Personnel: Two Scouts

Preparation: Practice speaking loudly and clearly

CUB #1: *Cub #1 approaches Cub #2* "Do you know about first aid? When I press my forehead with my finger, it really hurts. When I do the same to my jaw, it's also painful. When I press on my stomach, I suffer. What can it be?"

CUB #2: *Cub #2 listens to Cub #1's heart, taps on his chest, looks in his ears and declares,* "I don't know. You better go to the camp doctor. It looks serious."

CUB #1: "O.K." *Cub #1 leaves for a few minutes and comes back.*

CUB #2: "What did the camp doctor say?"

CUB #1: "The doctor said I have a broken finger."

Whose Football?

Equipment: Something that looks like a T.V. & 2 chairs.

Preparation: Set up the two chairs side by side facing the T.V., Two scouts playing a Father and Son, sit in the chairs.

CUB #1: (The Father) leaps out of his chair saying, "I can't believe he missed that simple pass! Why do they let that lazy guy play anyway?"

CUB #2: (The Son) looks at father, "Dad, maybe it's his football!"

Bubble Gum

Equipment: 1 chair

Preparation: Practice, but there are no lines. *But the more the Cubs ham up the action, the better the skit.*

This could be introduced as boys waiting outside the Principal's Office at school. Or waiting to see the doctor.

1st scout walks out to the chair, takes his gum out of his mouth, places it on the back of the chair, then walks off.

2nd scout walks out to the chair, leans his hand on the back, finds the gum on his hand, and, totally disgusted, wipes it on the seat of the chair and walks off.

3rd scout walks up to the chair and sits down. He realizes with great disgust that the gum is stuck to his bum. Disgusted, he peels it off, throws it to the ground and walks off.

4th scout walks out to the chair, then realizes he's got gum stuck to his shoe. With great disgust he peels it off, sticks it to the back of the chair, and walks off.

1st scout comes back, walks up to the chair, peels it off, sticks it in his mouth and walks on.

Boys' Life Skit

Materials: Several back issues of Boys' Life, a good imagination.

Give your Cubs several issues of Boys' Life. Have them prepare a skit based on a story or two, an article, or "Think and Grin" It can be a series of short gags or a story they develop.

Stunts and Applauses

A Box of Cheer

Here is a quite simple and fun way to introduce a cheer.

Get a small Cheer Box, clean it out, and voila, you have a Cheer Box for all the cheers.

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Take all the cheers and applauses that you have and put each one on a slip of paper, then drop them in your Cheer Box.

During the pack meeting call up one of your scouts to pick a cheer out of the Cheer Box (No peeking!), Then have him lead the cheer.

Some Cheers

The Ball Applause: Hold any kind of ball in your hands. When you are holding the ball, everyone is quiet. When the ball leaves your hands, everyone goes wild and cheers. Try bouncing the ball, faking a throw, or tossing it to another person.

Home Run Applause: Simulate swinging a bat at a ball, shade your eyes with your hand and yell, "Thar she goes!"

Home Run: Simulate swinging a bat, then shade your eyes with your hands and yell, "It's outta here!" or "It's way back and it's gone!"

Bouncing Ball: Using a super ball or golf ball (preferably), drop the ball from an outstretched hand over your head or toss it upwards. Have the group yell, "Pow" every time the ball hits the floor.

RUN-ONS

Cub 1: You want to hear something funny? My sister thinks a football coach has four wheels.

Cub 2: Ha! Ha! Ha! Ha! Ha! How many does it have?

Cub 1: Speaking of baseball, I have something here that can run but can't walk.

Cub 2: What is it?

Cub 1: Water.

Cub 1: What do baseball players eat on?

Cub 2: Home plates!

Tiger Cub: What's the quietest sport in the world?

Den Leader: I don't know.

Tiger Cub: Bowling. You can hear a pin drop.

Dad 1: I hear your son is on the football team. What position does he play?

Dad 2: I think he's one of the drawbacks.

Professor: Class, what has eighteen legs and catches flies?

Student: A baseball team?

The Shoe

Equipment: Two people, one wearing only one tennis shoe.

Preparation: Decide who will wear the one shoe, practice

Action: Cub #1 wearing only one shoe is looking around looking underneath and behind things.

CUB #2: "Did you lose a tennis shoe?"

CUB #1: "No, I found one!"

JOKES & RIDDLES

Weather The Weather

Whether the weather be fine
Or whether the weather be not,
Whether the weather be cold
Or whether the weather be hot,
We'll weather the weather

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Whatever the weather
Whether we like it or not
I guess since I did that one we need -
When I was in Arkansas,
I saw a saw that could out saw any saw I ever saw
So if you are ever in Arkansas,
And see a saw that can out saw the saw I saw
I'd like to see your saw saw
And -
How much wood could a woodchuck chuck
If a wood chuck could chuck wood

Riddles

Q: How do baseball players stay cool?
A: They sit next to their fans!
Q: What do cheerleaders drink before they go to a basketball game? A: Root beer!
Q: What do basketball players and babies have in common?
A: They both dribble!
Q: What runs around a soccer field but doesn't move?
A: A fence!
Q: Why did the basketball player go to jail?
A: Because he shot the ball!
Q: Why did the football coach go to the bank?
A: Because he wanted to get his quarter back!
Q: Why did the golfer wear two pairs of pants?
A: In case he got a hole-in-one!
Q: Why don't grasshoppers go to baseball games?
A: They prefer cricket!
Q: Why did the police go to the baseball game?
A: Because someone was stealing a base!
Q: Why did Cinderella get kicked off the soccer team?
A: Because she ran away from the ball!
Q: Why did the cake like to play baseball?
A: Because it was a good batter.

Sports Riddles In Rhyme

Say a verse and see who can guess the sport. Answer in parentheses.

Think of a diamond,
Think of a team of nine
Think of a grandstand filled with fans,
Willing to stand in line. (baseball)

Two forwards and a center,
Plus two guards make a team,
To win this fast exciting game
Is every player's dream. (basketball)

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Eleven players on each team.
Two halves in which to play
When a player makes a touchdown.
There's cheer right away. (football)

Monopoly Cheer

Divide audience into two parts. Have groups alternate yelling "Boardwalk" and "Park Place" three times. Then everybody yell, "Go Past Go. Collect \$200," or "Do Not Pass Go. Do Not Collect \$200," or "Go To Jail."

Closing Ceremonies

Pump It Up

You need a partially deflated basketball, volleyball, or soccer ball and a hand pump with needle.

The Cubmaster calls forward a Cub Scout and asks him to demonstrate dribbling. Naturally the ball won't bounce well. Then the Cubmaster calls forward another Cub Scout and asks the two boys to inflate the ball with the pump.

Cubmaster : That's much better! Now we can play a game after these Cub Scouts have finished their work, There's a lesson for us here. Your bodies are like that ball. If you are not physically fit and pumped up with energy, you are not ready for anything -- not for play, for school, or for work. Like the ball I had that didn't have enough air, you don't have enough strength and energy to do anything.

Let's all remember to keep our bodies, and our mind, pumped up so that we're ready for whatever life brings our way.

End by having your song leader lead "I've Got That Cub Scout Spirit" from Cub Scout Songbook.

Worn Out Closing

Set Up - Have four or more boys on stage wearing cardboard feet which have scratches, cuts, band-aids, etc. on them.

Cub # 1: Our Sports Extravaganza meeting has come to an end.

Cub # 2: We now have a message to leave with you, dear friend.

Cub # 3: Our many achievements in life make feet tired and weary.

Cub # 4: But if there was nothing to do, our life would be dreary.

Cub # 5: So forget the knocks and scratches, blisters and aches.

Cub # 6: Do your best at all times, That's what success takes

As the poem is finished, boys lay down on stage with their cardboard feet facing the audience...each of the feet has a letter on it spelling out G-O-O-D-N-I-G-H-T)

If you have more than 4 Cubs, put in Exclamation Points, pictures, or leave blanks

Thanks for Coming

Personnel: 6 Cub Scouts

Equipment: 6 cards spelling out the word THANKS

Cub 1: We hope you liked our meeting tonight.

Cub 2: We tried real hard to do things right.

Cub 3: It's easy to do good, you see,

Cub 4: When you have the help of your family.

Cub 5: Thanks for coming! Come again!

Cub 6: Enjoy this time. We'll soon be men.

Closing

There are times when a man gropes for words and nothing seems to come. We get a little flustered taking tests, reciting poetry, thanking our leaders, etc. But, if we take our time the words for all those things soon come just as these words will come to help complete this message for you.

If you want to touch the past: touch a STONE.

If you want to touch the present: touch a ROSE.

If you want to touch the future: touch the life of a BOY.

Closing

Setting: 2 uniformed Cub Scouts alternate reading the following lines.

1st Cub: May I grow in character and ability as I grow in size.

2nd Cub: May I be honest with myself and others in what I do and say.

1st Cub: May I learn and practice my religion.

2nd Cub: May I always respect my parents, my elders, and my leaders.

1st Cub: May I develop high moral principles and have the courage to live by them.

2nd Cub: May I strive for a healthy body, mind and spirit.

1st Cub: May I always respect the rights of others.

2nd Cub: May I set a good example so that others will enjoy and benefit from being around me.

1st Cub: May I work hard and do my best in everything I try to do.

2nd Cub: Cub Scouting helps me learn these things and will prepare me for the doorway to Boy Scouting.

I Made A Promise

Five boys are needed for this ceremony. Each should have his part printed on a small card he can conceal in his hand or have the part memorized.

Cub #1: I made a promise... I said that whatever I did I would do the best I could.

Cub #2: I made a promise...to serve my God and my country the best I could.

Cub #3: I made a promise...to help other people the best I could.

Cub #4: I made a promise...to obey the Law of the Pack the best I could.

Cub #5: I have done my best, and I will do my best because I am the best... I am a Cub Scout.

Den Leader: Will everyone now join us in repeating the Cub Scout Promise.

Cubmaster's Minutes

Robert Baden Powell, the founder of Boy Scouting, said that "Scouting is a game with a purpose." This month you have had fun playing games like this (Hold up a board game) and solving puzzles like this (Hold up a puzzle, word search, crossword, soduko, or maze) in your den meetings, with your families, and here tonight. Some were easy, some you had to work at. But each time you finished a game or puzzle, you showed perseverance and you learned something. (Ask boys what they learned playing games. You may have to prime the pump to get answers flowing). Then thank the boys and point out to the parents how important it is to play games with your children.

What Is a Good Sport?

A good sport - you hear a lot of talk 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 competitors. If he wins, he doesn't act smug, but instead compliments the losers for the fine job they did. If he loses, he

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accepts the fact and finds out why. Maybe he can win the next time. A good sport accepts defeat, congratulates the winners, learns how he can improve, and determines to do better the next time.

Sportsmanship

In 1940, an underdog Dartmouth football team played powerful Cornell, which needed only one more victory for a perfect season and a number-one ranking in the country. Trailing 3-0 Cornell scored a controversial touchdown that the Dartmouth players insisted was made on an extra 'fifth down.' However, the referee counted the touchdown, and Cornell won 7-3.

But after the game, Cornell officials watched the game on film and saw that, indeed their team had been allowed an extra play. They immediately sent a telegram to Dartmouth stating that they could not accept the victory. It went into the record book as 3-0 victory for Dartmouth.

That little story tells us what sportsmanship really is. It is the desire to play hard and to win - but to win fairly - and if you lose, to accept defeat with good grace. Let's remember that during our Cub Scout games and throughout our lives. Also remember, that to be a good sport you have to lose to prove it.

A Good Sport

The world is full of people who think it is a calamity if they lose a contest. They lose their temper and act like bad sports. A good sport will do his best, and, if he loses, look to the next game to do better and try to win. In Cub Scouting, we learn to be good sports, and to do our best, whether we win or lose.