

June 2009 Monthly Theme: "A CAMPING WE WILL GO"

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

Webelos Activity Badges: First year, Traveler; Second year, Handyman

Cub Scout Camping

Organized camping is a creative, educational experience in cooperative group living in the outdoors. It uses the natural surroundings to contribute significantly to physical, mental, spiritual, and social growth.

- Camping contributes to good health.
- Camping helps campers develop self-reliance and resourcefulness.
- Camping enhances spiritual growth.
- Camping contributes to social development.
- Camping is an experience in citizenship training.
- Camping at the Cub Scout level introduces boys to the knowledge and skills that they will learn and apply more thoroughly as a Boy Scout.

Cub Scouting offers camping opportunities for Cub Scouts through day camps, resident camps, Webelos den overnight campouts, council-organized family camps, and pack overnights.

Day Camps

Day camp is an organized one- to five-day program for Tiger Cubs, Cub Scouts, and Webelos Scouts conducted by the council under certified leadership at an approved site. Day camps are conducted during daylight or early evening hours. Day camps do not include any overnight activities.

Check with your council and district leaders for day camp opportunities available in your area.

Resident Camps

Cub Scout and Webelos Scout resident camping is a council-organized, theme-oriented overnight camping program. It operates for at least two nights and is conducted under certified leadership at a camp approved by the council.

Each year, councils change their overall theme to offer different adventures. Examples of themes include Sea Adventure, Space Adventure, Athletes, Knights, Circus Big Top, American Indian Heritage, Folklore, and the World Around Us.

Check with your council and district leaders for resident camp opportunities available in your area.

Webelos Den Overnight Campouts

Webelos Scout overnight campouts introduce the boy and his parent or guardian to the basics of the Boy Scout camping program. These events SHOULD be conducted under the leadership of a Webelos den leader who is trained in Outdoor Leader Skills for Webelos Leaders, an outdoor-emphasis training provided by the district

June 2009: "A Camping We Will Go"

or council. In most cases, the Webelos Scout will be under the supervision of a parent or guardian. In all cases, each Scout is responsible to a specific adult. BSA health and safety and Youth Protection guidelines apply.

Webelos dens are encouraged to have several overnight campouts each year. These campouts are parent-son events, under the direction of the Webelos den leader. At the den overnight campout, the Webelos den leader may be assisted by the assistant Webelos den leader and the Webelos den chief. Sometimes, additional leadership from a Boy Scout troop may join you.

Webelos dens are also encouraged to participate in joint overnight campouts with a Boy Scout troop. However, a parent or guardian of each Webelos Scout should still attend.

Council-Organized Family Camps

Council-organized family camps are overnight events involving more than one pack. The local council provides all the elements of the outdoor experience, such as staffing, food service, housing, and program. These are often referred to as parent/pal or adventure weekends.

Council-organized family camps should be conducted by trained leaders on sites approved by the local council. In most cases, the youth member will be under the supervision of a parent or guardian. In all cases, each youth participant is responsible to a specific adult.

The council must approve overnight activities involving more than one pack.

Pack Overnighters

Pack overnighters are pack-organized overnight events involving more than one family from a single pack, focused on age-appropriate Cub Scout activities and conducted at council-approved sites. If nonmembers (siblings) participate, the event must be structured to accommodate them. BSA health and safety and Youth Protection guidelines apply. In most cases, each youth member will be under the supervision of a parent or guardian. In all cases, each youth participant is responsible to a specific adult.

Adults giving leadership to a pack overnighter must complete the Basic Adult Leader Outdoor Orientation (BALOO) to properly understand the importance of the program intent, Youth Protection guidelines, health and safety, site selection, age-appropriate activities, and sufficient adult participation. Permits for campouts are issued locally. Packs use the Local Tour Permit Application (see the Forms page). Camping takes you on exciting adventures into the natural world. You'll learn to live with others in the out-of-doors. You'll learn to be a good citizen of the outdoors.

PRAYERS & POEMS FOR SCOUTERS

The Parable of the Pencil

Unknown to me

The Pencil Maker took the pencil aside, just before putting him into the box. There are 5 things you need to know, he told the pencil, before I send you out into the world. Always remember them and never forget, and you will become the best pencil you can be.

One: You will be able to do many great things, but only if you allow yourself to be held in Someone's hand.

Two: You will experience a painful sharpening from time to time, but you'll need it to become a better pencil.

Three: You will be able to correct mistakes you will make.

Four: The most important part of you will always be what's inside.

And Five: On every surface you are used on, you must leave your mark. No matter what the condition, you must continue to write.

The pencil understood and promised to remember, and went into the box with purpose in its heart. Now replacing the place of the pencil with you; always remember them and never forget, and you will become the best person you can be.

June 2009: "A Camping We Will Go"

One: You will be able to do many great things, but only if you allow yourself to be held in God's hand. And allow other human beings to access you for the many gifts you possess.

Two: You will experience a painful sharpening from time to time, by going through various problems, but you'll need it to become a stronger person.

Three: You will be able to correct mistakes you might make or grow through them.

Four: The most important part of you will always be what's on the inside.

And Five: On every surface you walk, you must leave your mark. No matter what the situation, you must continue to serve God in everything.

By understanding and remembering, let us proceed with our life on this earth having a meaningful purpose in our heart and a relationship with God daily.

Dear God,

Help me be a good sport in the game of life. I don't ask for an easy place in the lineup. Put me anywhere you need me. I only ask that I can give you 100% of everything I have. If all the hard drives seem to come my way, I thank you for the compliment. Help me to remember that you never send a player more trouble than he can handle with your help.

And help me, Lord, to accept the bad breaks as part of the game. May I always play on the square no matter what others do. Help me study The Book so I'll know the rules.

Finally, God, if the natural turn of events goes against me and I am benched for sickness or old age, help me accept that as a part of the game, too. Keep me from whimpering that I was framed or that I got a raw deal. And when I finish the final inning, I ask for no laurels; all I want is to believe in my heart, I played as well as I could and that I didn't let you down.

Amen.

-- Cardinal Cushing

Today

Today I can complain because the weather is rainy or I can be thankful that the grass is getting watered for free.

Today I can feel sad that I don't have more money or I can be glad that my finances encourage me to plan my purchases wisely and guide me away from waste.

Today I can grumble about my health or I can rejoice that I am alive.

Today I can lament over all that my parents didn't give me when I was growing up or I can feel grateful that they allowed me to be born.

Today I can cry because roses have thorns or I can celebrate that thorns have roses.

Today I can mourn my lack of friends or I can excitedly embark upon a quest to discover new relationships.

Today I can whine because I have to go to work or I can shout for joy because I have a job to do.

Today I can complain because I have to go to school or eagerly open my mind and fill it with rich new tidbits of knowledge.

Today I can murmur dejectedly because I have to do housework or I can feel honored because the Lord has provided shelter for my mind, body and soul.

Today stretches ahead of me, waiting to be shaped. And here I am, the sculptor who gets to do the shaping. What today will be like is up to me.

I get to choose what kind of day I will have!

TIGER CUBS

Tiger Cub Graduation

Props: Bridge, Tiger Cub Graduation Certificate, Graduation Patch, Year pin for each Tiger

Cubmaster: Tigers, you have been working together, learning about many interesting things during the months you have been a Tiger Cub. The entire family has had a chance to be a part of that fun.

You have taken each part of the Tiger Cub Motto, "Search, Discover, Share" and used it in your home, school and neighborhood. Parents, on behalf of Pack_____. Thank you for taking the time to "Search, Discover and Share" the Tiger Cub Program with your son. May you and your son experience the many wonders awaiting you as you climb the Scouting trail. Tiger Cubs, as you cross over the bridge and graduate from Tiger Cubs, I would like to present you and your adult partner the graduation certificate, graduation patch and one-year service star with an orange backing. When I call your name, please cross over the bridge with your adult partner and begin your Cub Scouting adventures.

Pack and Den Activities

Campfire Slide

Materials:

- 1 $\frac{1}{2}$ -inch disk
- $\frac{3}{4}$ -inch PVC slide ring
- Thin twigs
- Red & yellow crepe paper and cellophane



Equipment:

- Hot glue
- Scissors

Directions:

1. Break twigs into small lengths (no longer than $1\frac{1}{4}$ inches) About 10 will be enough.
2. Cut paper/cellophane into small pieces and crumple into $\frac{1}{2}$ -inch ball (Have both colors crumpled together)
3. Using hot glue, mount the paper/cellophane ball onto the center of the disk.
4. "Build" a teepee fire around the ball of paper/cellophane, as shown in the picture below.
5. Use hot glue to set the twigs permanently in place.
6. Mount the slide ring to back of disk using hot glue.

Build A Campfire

Have enough materials on hand and some pictures of the different types of campfires (lean-to, stack, pyramid) that people build. Let each of the boys build his own campfire out of the material set aside for him. NOTE: This is not suggesting that you turn over matches to the boys to "do their own thing." Do not leave the boys unattended with MATCHES! During the Den Meeting, you might decide to go over fire safety, campfire building, and then use their creations at the end of the meeting to have a multi-fire campfire.

Square Foot Survey

Give each boy a magnifying glass, a pencil, paper, and a 4-foot long loop of string. Have him lay out the loop into a shape on the grass (square, circle, triangle—it doesn't matter). Have him use the magnifying glass to find

June 2009: "A Camping We Will Go"

as many "critters" as he can in his area and write down or draw pictures of what he saw. If you can get a book from the library on bugs, have the boys look up some that they saw.

Play "Bugs"

This is a variation of the game "SPUD" that just uses a different word. To play the game, have the boys stand in a circle with IT in the middle. IT throws the ball up straight up in the air and calls out another player's name who has to catch/retrieve the ball. When he gets the ball he yells "BUGS" (again, it's not SPUD anymore!). Everyone stops when he yells BUGS. He then can take four giant steps toward whichever player he wants (spelling out B-U-G-S as he takes them). He then throws the ball at the player to hit him. The other player cannot move from his spot but can move around to dodge the ball. If the thrower misses, he gets a letter, beginning with B, and has to toss the ball. If he hits his target, that player gets the B and he tosses the ball next.

10 Things You Can Do For Wildlife

1. Respect the Environment—All facets of our environment—soils, plants, animals, air, water—are interrelated in a complex system. The quality of life is directly dependent upon this system, so we must all do our part to protect our environment and keep it clean.
2. Conserve Water—Water is such an everyday part of our lives that it's all too easy to take it for granted. Water is required for many home and industrial uses, for agriculture, for generating power, and even for recreation; yet our water resources are extremely susceptible to waste and abuse. Conserve water, it's precious.
3. Don't Pollute or Litter—The poisoning of our environment is one of the greatest threats facing mankind. Support all efforts to control pollution, and don't litter under any circumstances.
4. Leave Baby Animals Alone—Many young wild animals die prematurely because too many persons find them and think they've been abandoned. Such is rarely the case. Baby animals should be left in the wild where their mothers can properly care for them.
5. Build and Erect Bird Houses—Artificial nest boxes provide many kinds of cavity nesting birds with places to raise their young. House wrens, house finches, bluebirds and woodpeckers are just some of the bird species which can be expected to nest in appropriately placed nest boxes.
6. Feed Birds in Winter—Bird feeders can entice countless birds to within easy viewing distance. Cardinals, chickadees, nuthatches, goldfinches and many others can be easily attracted to your yard where they can brighten up a gloomy winter day.
7. Plant Seedlings—Food producing plants can fulfill the food and cover needs of many kinds of animals, and beautify a lawn as well. For an assortment of tree and shrub seedlings proven especially useful, buy the Game Commission's "Plantings for Wildlife" packet at the next spring sale in your area.
8. Learn and Obey the Game Laws—Familiarity with the state Game Laws will provide anyone with a general knowledge of the Game Commission's responsibilities and operations. Hunters, however, must be thoroughly familiar with the laws governing their sport. Sportsmen cannot afford the obnoxious actions of the ignorant hunter.
9. Promote Scientific Wildlife Management—Only through science can meaningful wildlife management occur. Programs governed by emotion or popularity subject wildlife populations to dramatic swings and sometimes inescapable plunges. Science minimizes the risks through continuous monitoring and data collection, the keystones to any successful wildlife management program. There's no better place to begin spreading the word than in our schools.
10. Support the Game Commission's "Working Together for Wildlife" Program— This program provides everyone with an opportunity to support research and management programs directly benefiting nongame. Ospreys, bald eagles, river otters and bluebirds are just a few of the animals being helped

June 2009: "A Camping We Will Go"

through this program. Show your support for this program by buying and displaying "Working Together for Wildlife" patches, decals and fine art prints.

Review Campfire Safety Guidelines

Here is a list of tips and guidelines you should follow in building and extinguishing your campfire:

- Circle the pit with rocks or be sure it already has a metal fire ring.
- Clear a 10 foot area around the pit down to the soil.
- Keep plenty of water handy and have a shovel for throwing dirt on the fire if it gets out of control.
- Stack extra firewood upwind and away from the fire.
- Keep the campfire small. A good bed of coals or a small fire surrounded by rocks give plenty of heat.
- After lighting the fire make sure your match is out cold.
- Never leave a campfire unattended. Even a small breeze could quickly cause the fire to spread.
- When extinguishing the fire drown the fire with water. Make sure all embers, coals, and sticks are wet. Move rocks, there may be burning embers underneath. Stir the remains, add more water, and stir again.

Feel all materials with your bare hand. Make sure that no roots are burning. Do not bury your coals - they can smolder and break out.

Hold Closing Pack Meeting Campfire & Family Camp

In order for a Pack to conduct an overnight camping program, someone from the Pack must be a BALOO-Trained Scouter. BALOO Training is described in the Training Opportunities section of this Pow Wow Book. So, send someone from the Pack to BALOO Training and have that person then coordinate an overnight campout for the Pack. If a campout cannot be arranged, at least consider holding a campfire Pack Meeting. Refer to Chapter 32 of the 2001 edition of the Cub Scout Leader Book for outdoor activity guidance and tips.

"Bugs-Only" Pet Show

Have the boys make their own Bug Houses (see Den Meeting Craft ideas) and catch a bug to bring to the "Pet Show." Make sure to have lots of categories to assign winners so that every boy walks away with a ribbon. To help you develop categories, start with a basic list of attributes, like size, color, physical traits, etc. Then start listing out as many different "award areas" you can think of for each, such as, for "size," biggest, smallest, longest, thinnest, etc. You will also need to organize Pack members to provide the following help: Awards (making or getting the ribbons), Sign In (to take the names of the boys and their pets), Judges (to figure out what to award each participant). For the actual show, have each boy stand up with his "pet" and give a short talk about it—its name, where it was found, what it is, and what he likes (or dislikes) most about the pet. If any of these bugs survive the trauma of the capture/captivity/show, make sure the boys release them back to nature.

Pack Cookout

Every year our Pack holds two summertime activities that include a cookout. For one of these, the Pack provides the main course (pit beef, dogs, and burgs) and people bring covered dishes to support the event. This is always a real success—give it a try!

Critters Cacophony?

Have a pet show. As I scoured the Internet for ideas for this month's theme, I learned that the term "critters" is applied to just about any and all animals. So, in keeping with that definition, it's always a lot of fun to hold a pet show. The pet shows we've had in our Pack have been great fun for the Cubs and their families. We make sure to give each boy and his pet a special 1st Place Award recognizing some attribute of his pet. Stuck for ideas? Here are the instructions and award categories list we used at our last pet show:

Pet Show

Judge's Instructions

Purpose: The purpose of the Pet Show is threefold: (1) to have a fun activity for the boys and their families; (2) to give the boys an opportunity to present themselves in a "public speaking" forum, using a topic that is of interest to them and in surroundings that do not threaten or inhibit their presenting themselves; and, (3) to provide an opportunity to recognize and "reward" all of the boys totally and equally.

Method: During the Pet Show, all of the boys will "parade" their pets in front of the judges and audience and then tell their pets names. Then each boy will answer some questions from the EMCEE (the CM) about his pet.

Judges' Responsibilities: The judges will have a list of judging categories from which to select a deserving award for each boy's pet. It is probably best to look over the collection of pets to see where each one will fall in terms of physical attributes. Then, as each pet is presented, a suitable award category can be selected. Judges' decisions are final and fully binding. ☺ Have a good time with this; it's meant to be fun for you as well as for the boys!

Judging Categories: The following sheets contain lists of general (e.g., size, "looks," etc.) and award (biggest, smallest, etc.) categories. The judges should use these and any others that they feel appropriate to identify an award category for each pet. Only one pet can be named in any award category so that all pets/Cub Scouts receive a first place ribbon.

Size: Biggest, Longest, Tallest, Most Gigantic, Most Immense, Largest, Lightest, Strongest, Smallest, Tiniest

"Looks:" Shiniest, Furriest, Most Wooly, Fuzziest, Softest, Most beautiful, Cleanest, Most Good-looking, Most Striking, Most Handsome, Creepiest

Physical Attributes: Biggest Eyes, Biggest Feet, Longest Tail, Biggest Teeth, Most Slobber, Longest haired, Shortest haired, Most Black, Most White, Most Brown

Sound: Most Quiet, Noisiest, Loudest, Squeakiest

Personality: Funniest, Slowest, Fastest, Most Timid, Most Rambunctious, Most Excited, Most Comical, Most Amusing, Most Raucous, Happiest, Most Afraid, Most Fearful, Bravest, Most Frightening, Scariest, Most Interesting, Calmest, Brightest

Judge's Choice

Camping Buckets

You can make these buckets to take to Day Camp. The boys decorate them to match the Camp "theme". The boys can bring their rain ponchos, bug guard, sunscreen, etc. and place them in their own bucket. The buckets also provide something to sit on at a table. Parental supervision is recommended.

Materials:

5-gallon new (empty) paint buckets with lids (see tips below)

Permanent markers or "Painters" paint markers

Paints and sponges, optional

Pliers, optional

Directions:

First thing you need to do is remove the tear strip from the lid! If you can't pull it off by hand you can use the pliers to help you get a firmer grip. Let the children use markers or paint and sponges to decorate their paint buckets in the Camp theme. **Note:** Our theme this year is Cubs Around the World.

Give each child a list of supplies they need to bring to camp and have them bring it in their bucket.

Tips: Purchase the paint buckets through your local Home Improvement or Paint Store. The paint and markers being applied to a slick surface is likely to chip. If you mix in equal parts of Plaid Folk Art paint with

June 2009: "A Camping We Will Go"

Glass & Tile medium, the paint may adhere better. Generally, though, the buckets are made just to decorate camp for one week and will do just fine for the week of being bumped around.

The buckets come in handy for holding each individual child's projects (such as lanyard projects) and to keep them from getting mixed up. It is also an easy way for the scouts to bring everything home on the last day of camp.

Onion Sack Suet Feeder

Unbend a wire coat hanger to make a hanger for this feeder. Bend the other end into a smaller hook. Fill a mesh onion sack with suet (the hard white fat from the edge of meat). Note: I like to buy Suet blocks from the local discount store—there are some blocks you can buy that won't spoil in the heat). Tie a firm knot in the top of the sack. Push the small hook through the sack under the knot.

Use the large hook to hang this suet bag feeder on a tree branch where animals such as dogs and raccoons can't reach it.

Toad Abode

A simple water and cover feature for amphibians.

Get a medium-size clay pot and saucer from a garden center. Put the saucer on the ground and keep it filled with water. Nearby, put the pot upside-down with an edge resting on a rock. That makes room for a toad to fit through and hide inside. (If you have a broken pot with a chunk missing at the rim, you have an abode with an instant doorway--no need to prop it up.)

Watch for night visitors.

Making a Terrarium

Materials large jar or plastic container with lid rocks sand granulated charcoal (used in fish aquarium) - prevents bacterial growth, odor, and souring of the soil moist soil small, slow growing plants such as small ferns, spider plants, philodendron (dwarf varieties), ivy and small plants from the woods

Directions:

Wash and clean jar (remove label)

Add rocks

Add layer of sand (1 inch)

Add granulated charcoal

Add a layer of soil 1-2 inches deep

Transplant the plants to the jar

Sprinkle lightly with water

Decorate with rocks, moss, or small items and put lid on.

Make A Water Scope

Have an adult help you cut the bottom off of a milk or juice jug. to make viewing easier, you can also cut off some of the top to widen the opening. Try not to cut the handle, so you can hold your scope.

Cover the bottom opening with plastic wrap and hold it in place with a rubber band. Trim off any extra wrap and tape around the band. You want the window to be tight, so the water won't seep in.

Take your scope to a pond or shallow stream and put it into the water with the plastic-wrap end down. You should be able to see under the water clearly. It's best if you keep your scope in one place and don't move around too much. That way, the animals won't be afraid to come close, and you'll get a good look at them.

Remember..

Always stay away from deep water and always get permission from an adult before going!

Attracting Wildlife to Your Backyard

Taken from the National Wildlife Federation web page: <http://www.nwf.org/rrick/2000/mar00/scope.html>

Plant some flowers in your yard that would be attractive to butterflies or hummingbirds.

Cosmos - for butterflies as a pollen source and for finches as a seed source.

Sunflowers - pollen for bees and butterflies and seeds for birds

Zinnias - butterflies love these and they're easy to grow

Strawberries - Turtles, birds, snakes, chipmunks, and KIDS eat the fruit!

There are many more plants and flowers that butterflies and hummingbirds like. Do some research and let your imagination go crazy. You will see many more butterflies if you provide a place for them to raise young right in your own yard! Dill, parsley, and fennel are good larval food sources for butterflies.

Put a dish of water out and keep it full. This will give wildlife a place to come and get a drink on those hot summer days. For an experiment, you could dust the area around the dish with flour and see the tracks of all the animals that visit your water dish.

Select a patch of lawn and don't mow it all summer. This is great habitat for fireflies, birds, butterflies, and other creatures that may hide in it or snack on it!

Make a snowman or snowwoman, and dress her for the birds. Make a necklace out of birdseed, raisins for the eyes. Use sturdy branches for the arms so the birds will have a place to perch.

Taken from the National Wildlife Federation web page

<http://www.nwf.org/kids/other/wildl.html>

Four On A Penny

Give each boy a penny and ask him to find four complete items that will fit on the penny without touching each other or hanging over the edge. (You will be amazed at the number of tiny flowers, bugs, seeds, and rocks, etc.)

The Search For Green

Each boy is assigned one square foot of ground. Within a given time period, they are to examine the ground closely. When time is up, boys compare lists and discuss what they have found.

String Walk

Set up a long string across the landscape. The string should be about three feet off the ground and wind through all sorts of terrain. Without knowing where you've placed the string, the boys are blindfolded and asked to follow the string, using their hands to guide them. Make sure the boys do not put any weight on the string, or use it to help balance; it is just a guide. Make sure also that the string travels over many semi-difficult areas, so the boys have to crawl, pick their way through brush, and go up and down slight inclines. Adults should be placed all along the string to aid the boys. At different points in their progress the boys should be asked the direction back to the starting point, or whether they know exactly where they are. This will keep the boys actively checking position and direction.

Feed the Birds

Although you can buy pre mixed bird seed, it's a lot more fun to custom mix your own. First find out what the birds in your yard prefer. Buy very small quantities of different varieties, such as black oil sunflower seeds, millet, thistle seeds and yellow corn. Fill an muffin tin or an open tray feeder with the seeds.(keep them separate) Monitor which type of seeds the birds depleted the soonest. Then buy those seeds in bulk and blend your own concoction.

Birdseed Garland

Thread a 20 inch piece of twine through a large eyed needle, knot the end and sew through the raw peanut shells. Tie the garland to a branch. Remember to replenish the garland to keep the birds coming.

Hatch A Batch Of Amphibian Eggs

Spring is the time for amphibians to make their treks to ponds and other watery places to mate. You probably have been hearing them at dusk on cloudy days. Go down to the waters edge with a pail and see if you can find any eggs to bring home and hatch. Frogs eggs are bunched together in a clump, toads eggs are generally arranged in a long string. Bring only a few home in your pail, along with plenty of water, algae and pond plants for the tadpoles to eat.

If you can't get frog eggs from the pond you can order from the science suppliers. Or you can buy a kit containing the tadpole to send for your kit write to: Science Kit & Boreal Laboratories 777 East Park Drive Tonawanda, NY 14150-6782.

Frogs' eggs will grow into tadpoles within a week or so. Keep only one or two tadpoles, returning the others and any un-hatched eggs to the pond. A tadpole soon develops hind legs and then tiny front legs where the gills were. The gills are also replaced by lungs at this stage. Gradually the tail disappears, during which time the tadpole does not eat. Transfer your tadpole to an aquarium now, one with a sloping rock or a floating log and a cover. Grown frogs eat a lot of live food. You could start by feeding them meal worms, but you will need to return them to their natural habitat.

Make a Plant Press

Pressing plant specimens is a good way to preserve them. While you can stick leaves and blossoms between the pages of books an even better press is a portable one, you can carry with you on hikes. You can make your own with some simple materials.

Cut two pieces of 1/4" plywood or masonite-6x8". Drill holes in the four corners of each board and attach them to one another with long bolts topped by wing nuts. Put several pieces of cardboard between the boards, trimming the corners to accommodate the bolts.

As you find flowers and leaves to press, place them between sheets of paper. Sandwich these between the layers of cardboard. Tighten the nut evenly at all four corners to put pressure on the plants to press them flat. Your specimens should dry in a few weeks.

Sticks and Stones

For this version of jacks, use ten sticks and a pebble. Hold the sticks like a hand full of spaghetti and drop them onto the ground. Toss the pebble into the air and try picking up a single stick with one hand and the pebble with the other one. Next try picking up two twigs, and so on.

A Rain Gauge

While you can make a rain gauge in any container marked off in inches, you can make a gauge that is more precise. The best container for collecting rain is a wide-mouthed one. Place a funnel inside it, because it will keep some of the rainwater from evaporating before you get a chance to record its depth. But measuring a small amount of rain in such a large container is difficult. Here's a trick for making more precise measurements. In addition to the container you have sitting outside collecting rain, you will need a tall jar that is only 1" to 1 1/2" in diameter. Fill your collecting container with exactly 1" of water. Pour the water into the tall jar and mark the level of the water. Divide that inch into fractions. Whenever it rains, collect that water in the bigger container, but transfer it to the measuring jar to see how much rain really fell.

Rain Sticks #1

Materials

- Paper towel tubes darning needle tooth picks (double pointed) white glue
- hot glue, wallpaper or contact paper 2 balloons and popcorn.

Directions

Poke holes into the paper towel tube. Put the toothpicks into the tube at different angles. Clip off the ends and spot glue into place using white glue. Cover the entire tube using the wallpaper or contact paper. Place a balloon on an end securing it with hot glue. Fill the tube about 3/4 full of popcorn. Place a balloon on the open end securing it as before.

Growing Seeds Indoors

Some seeds benefit from a head start indoors. Sow the seeds of those plants that need a long growing season, and those that you would like to have bloom as early as possible.

Materials

- Container that is deep enough for plants' roots and that has drainage holes. (milk cartons, or yogurt containers).
- potting soil plastic bags seeds

Directions

Dampen the potting soil before putting it into the container. Bury large seeds about $\frac{1}{4}$ " to $\frac{1}{2}$ " deep, sprinkle tiny seeds right on top of the surface, covering them lightly with more soil. Label the container, and put it in a plastic bag. Place in a warm, dark place. Check them everyday, and when the seeds have sprouted, remove the bags and put containers in a sunny place or under a plant light. Keep the plant moist but not too wet. You'll have to transplant the seedlings as they grow, and give them food (fertilizer) to keep them healthy. Just watch them grow.

Pack Meeting Gathering Activities

There are many different types of bugs in our world. How many "common" bugs do the boys recognize? Using pictures from a website, National Geographic Magazines, etc., get and mount pictures of different bugs; label each picture with a letter or number for matching each to its name; and post these pictures on the walls of the meeting place. Give each person a list of the names of the bugs that are on display and have them write the correct number/letter to match the pictures to the names. After the opening ceremony, go over the correct answers and see how many folks correctly identified. You might want to award the den with the highest count a special Bug Award. (Stores like the "Dollar Store" usually carry an assortment of plastic bugs that could be used to mount on a "trophy stand" to award to someone. Also, hanging one of these bugs by a string can serve as a good den flag award.)c

Pack Meeting Opening Ceremonies

Opening: Indoor Critter Trail

Make a "critter trail" through the pack meeting place by placing plaster cast of animal and insect tracks, pictures of birds, birds feathers, animal pictures, real insects or their pictures.

Each den or family is given a pencil and paper and moves along the trail" writing its identification for each numbered specimen on the paper.

June 2009: "A Camping We Will Go"

For the registration icebreaker place a basket in the play area and give each person 5 chances to bounce the ball in from 6 feet away. Have everyone remember how many they got in and recognize the high people prior to the meeting.

NAMETAGS:

Make easy nametags in the shape of a bug. Simple ladybugs will work!

Campfire Opening

Cub Scouts of Pack _____. We are gathered here for our graduation campfire. This is a special occasion, a special tradition which has special memories! At the first Boy Scout camp, on Brownsea Island, Baden-Powell and the boys were winding down at the last campfire. Baden-Powell during the campfire told the boys that a campfire was a special time of fellowship, spirituality, and good fun. He told the boys that he wouldn't be around forever, and that to keep the spirit of this time alive, he invited them to take some of the campfire ashes, when they cooled, and to spread them on all the future campfires they would be at. This way the spirit of the first scout camp would live on forever.

To help start our campfire this evening I've brought with me ashes from last years campfire! These ashes contain the memories of that campfire and the fun we had. By adding them to our campfire this year we will build new memories of our campfire this year! I ask that all scouts take a few moments to think of the good times you've had in Cub Scouting!

(Have a moment of silence to let the boys reflect) I need your help in starting the campfire! Yell after me everything I say! (Hold the bag of ashes up and face each of the directions (N, E, S, W) and yell out the following to add mystery to the fire lighting.)

Leader faces to the north and says in a loud voice:

To the North we call... (All repeat each line)

Spirit Red

Thy Hunger must be fed

(Face to the East)

To the East we call...

Spirit Hot

Forget us not

(Face to the South)

To the South we call...

Spirit Gold

As the year grows old

Keep us from the cold

(Face to the West)

To the West we call...

Spirit White

In the darkness of the night

Be our shining light.

(Pour the ashes over the campfire. Use one of the many 'magic campfire' starts to ignite the campfire. If it takes a few seconds for the fire to ignite, have the boys chant 'Cub Scouts' loudly saying it is the Spirit of Scouting that lights our fire.) I now declare the campfire open!

Smokey The Bear Ceremony

Materials: Smokey the Bear posters, story on Smokey the Bear. These can be obtained at your nearest Forest Service Center. Using parts of the

June 2009: "A Camping We Will Go"

story, write parts for each boy on the back of some of the posters and have the boys give a shortened version of "Smokey the Bear". Then say, "This could only happen in America, Let's pledge our Allegiance to Her."

Balloon Critter Ceremony

Personnel: 7 Cub Scouts **Equipment:** 7 balloon critters to be popped

Cub 1: Pop balloon critter and read: I (name) Pomise

Cub 2: Pop balloon critter and read: To do my Best

Cub 3: Pop balloon critter and read: To do my Duty to God

Cub 4: Pop balloon critter and read: And My Country

Cub 5: Pop balloon critter and read: To help other People and

Cub 6: Pop balloon critter and read: To Obey the Law of the Pack

Cub 7: "The Cub Scout Promise reminds us to be "The Best that we can be, to be Proud to be an American."

The Outdoor Code

As an American, I will do my best to:

Leader: One of my favorite hobbies is camping. As our opening today, I would like to read the Outdoor Code.

Cub #1: (carries a large trash bag and trash) Be Clean In My Outdoor Manners. I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of, America s waters, fields, woods, and roadways.

Cub #2: (carries a Fire bucket and shovel) Be Careful With Fire. I will prevent wildfire. I will build my fire in a safe place and be sure it is out before I leave.

Cub #3: (carries camera to "shoot" wildlife) Be Considerate In The Outdoors. I will treat public and private property with respect. I will remember that use of the outdoors is a privilege I can lose by abuse.

Cub #4: (carries a small tree) Be Conservation Minded. I will learn how to practice good conservation of soil, waters, forest, minerals, grasslands, and wildlife; and I will urge others to do the same. I will use sportsmanlike methods in all my outdoor activities.

Leader: Let us keep this pledge in mind as we enjoy our day in the out of doors. Please stand for the presentation of the colors.

A Fire Lighting Invocation

This parody on "Hiawatha" may be changed to fit the name and location of the camp. If your master of campfire can memorize this, it will be quite an impressive ceremony especially if it is accompanied by a trick method of lighting the fire.

On the shore of Old Lake...

By the bright shining water.

Stand the wigwams of our campers.

Dark behind it stands the forest,
Stand the chestnut, oak, and hemlock,
Stand the firs with cones upon them.

Many things they learn and do here:
How Wakonda, the Great Spirit,
Cares for all his faithful children,
Learn they of the stars in heaven.

Cares for all the forest people:

June 2009: "A Camping We Will Go"

Of the birds that fly and nest here,
Learn the language of all creatures,
Call them friends whene'er we meet them.
Oh Great Spirit, there in heaven.

Send us flame to light our campfire
That we may for this be thankful:
Oh Great Spirit, this we ask thee,
Send us fire and we shall praise thee!

Following this invocation, possibly a staff member in Indian costume lights the fire.

Campfire Lighting Ceremony

The pack is seated around an un-lit campfire. A Webelos leader enters with a lit torch or candle.

Cubmaster: Who are you?

Webelos Leader: I am the Spirit of Scouting

Cubmaster: Why do you come?

Webelos Leader: To give light to those who need it.

Cubmaster: Will you give light to us?

Webelos Leader: If you are prepared to serve God and country, to help people, and to live by the Cub Scout Promise and Law.

Cubmaster: We will do our best.

Webelos Leader: Then take your light from my light. (Kneels to light fire.)

Candlelight

Equipment: Four large candles and four muffin cups and a flashlight for the narrator.

Personnel: Four adults and a narrator.

Arrangement: All lights are out. All leaders stand in a line by the narrator.

Narrator: To a Cub Scout it can look so very black when there is no leader. Wait here is a leader (First leader lights their candle) to guide the way.

But there is so much to do other dens to lead and a committee too. (Second leader lights their candle.) Now there are two!

Here's a committee member (third leader lights their candle) and a Cub Master too (fourth leader lights their candle.)

We started in the dark and now see the light. Just imagine the glare if all our leaders were here!

Please rise and join us in the pledge of Allegiance.

For our pinewood derby this year I presented the scouts with car stands that I got from work, I work at an automotive machine shop, I was thinking what would I like to set my car on, a wooden stand? Nah!! Oh maybe an imitation road from a 1x4 painted gray with stripes from white out, Nah did that last year, oooohhh how about an actual piston from an engine, used of course and well cleaned and glass beaded, Yeah, They loved it.

I suppose that you could ask at your local machine shop and they would gladly give up some stuff they would normally discard or recycle.

4th of July Opening

Cub 1 Stand up for the flag of America, wherever you may go.

June 2009: "A Camping We Will Go"

- Cub 2 Respect it and protect it, for it shall keep you free.
- Cub 3 Free to do what you want to do, and say what you want to say.
- Cub 4 Free to go where you want to go, and pray the way you want to pray.
- Cub 5 Stand up for the flag of America, for all the world to see.
- Cub 6 Stand up for the flat, that star spangled flag, that stands for you and me.
- Cub 7 Please join us in the Pledge of Allegiance.

AUDIENCE PARTICIPATIONS

Bear: Grrrr-Grrr-Grrr

Fire: Crackle-Crackle-Burn

Ranger/Warden: Howdy folks!

Cub: Do Your Best

Smokey: Only You Can Prevent Forest Fires!

One spring day, high in the Capitan Mountains of New Mexico, a brown **BEAR CUB** and his mother went for a stroll in the woods.

The forest was warm and dry, but alive with the smells and sounds of the season. Blue jays and swallows sang high in the lush green tress. Rabbits and mice scampered through flowery meadows. Squirrels and chipmunks scurried straight up the trunks of fragrant pines.

The **Cub** was just three months old and weighted only four pounds. But he was very clever. He had already learned where to find berries and honey to eat and fresh water to drink. He also knew what to do in case of danger: climb a tree. And that is what saved his life.

The **Cub** and his mother had not walked far when panic broke out around them. Birds began screeching and flying in all directions. Rabbits rushed out into the open. Deer leapt left and right around the trees. The forest had caught **Fire**. And the **Fire** was coming their way.

The **Bear** nudge her **Cub**, and both began to run. The smoke grew thicker and thicker. **Fiery** cinders filled the sky. The little **Cub** ran until he could run no more. Finally, he stopped to look for his mother. She was gone! In the confusion, she had lost sight of him. For the first time in his life, the little **Cub** was alone and scared. What should he do?

Then he remembered what his mother had taught him: When in danger, climb a tree. So up he climbed into a tall tree. He wrapped his legs around the trunk. The frightened **Cub** closed his eyes and clung tightly. Below him, the **Fire** roared on.

Meanwhile, forest **Rangers** fought the dreadful flames. The **Fire** was so big that foresters called in a special troop of **Fire** firefighting soldiers to help them. One of the **Fire** fighters noticed a small **Bear Cub** in a tree.

Before the firefighters could reach the **Cub**, a blast of fire cut off their path. They hit the ground and covered their faces until the flames blew over. The **Fire** roared around the tree where the little **Bear** clung. It singed his fur and burned his paws, but he held on. Finally the **Fire** passed, and the **Cub** opened his eyes. he saw that the trees in his forest home were now black and leafless. The air felt dark and greasy. The birds and animals all had gone.

Then the **Cub** heard a strange sound and saw a strange creature. Gently, the creature - a man - pulled him from the charred tree trunk. The **Bear Cub** had never seen a human before. "What's your name, little fella?" the man asked, as the smoke rose all around them. "I think **Smokey** is a very good name for you."

The firefighter brought **Smokey** to a game **Warden** named Ray Bell. Mr. Bell took care of wounded animals. He knew just what to do. First, he took **Smokey** to see Dr. Smith, who bandaged the cub's burned leg and paws. Then Mr. Bell brought **Smokey** home to his family.

June 2009: "A Camping We Will Go"

Mrs. Bell, four-year old Judy, and even their cocker spaniel, Jet, welcomed the little **Cub. Smokey** had a new family - and a new home. Everyone in the family helped **Smokey** recover. Mrs. Bell fed him oatmeal and honey and nursed him back to health. Judy cheered him up with games and cuddles. And Jet let **Smokey** curl up beside him and eat from his dish.

In a few short weeks, **Smokey** was strong and healthy. The little **Bear** who had lost his home and family was going to be all right.

The Bell family and the other game **Wardens** knew that **Smokey's** experience could serve as an important lesson to others. They story of what had happened to **Smokey's** home in the Capitan Mountains could help teach children how to prevent forest **Fires**.

But the job meant moving **Smokey** to the National Zoo in Washington D.C. So the Bells said good-bye to their special friend, and **Smokey** boarded an airplane with his name on it.

By the time **Smokey** got to Washington, people all over the country had heard the story of the forest **Fire** and the rescue of the little **Bear**. His picture appeared in newspapers nationwide. **Smokey** Bear was a national hero.

The Misspelled Smoke Signals

Divide the group into five smaller groups and assign each group one of the words listed below. Read the story. After each of the words is read pause for the group to make the appropriate response.

Little Bear "I'll get this right!"

Drums hit thighs rhythmically

Smoke Signals "Pooff, Pooff!

Indian War whoop

Mother: "You can do it!"

Little Bear was a very hard working **Indian** boy. He studied hard to learn to play the **Drums** so he could send messages to his friends in other villages. But **Little Bear** had trouble with his lessons in **Smoke Signals**. After one particularly frustrating experience, **Little Bear** ran into his teepee and threw himself down on his buffalo skin bed. "What is the trouble, **Little Bear**," asked his **Mother** who was busy sewing new buckskins for his father. "**Mother**," why must **Indians** learn to do **Smoke Signals**?" **Little Bear** asked. "To communicate," she replied, "this was the **Indians** from our tribe can talk to other villages." "But we have the **Drums**," said **Little Bear**. "This may not always be enough," his **Mother** replied, "we also need the **Smoke Signals**. Now go on back and practice your **Smoke Signals** some more."

Little Bear left the teepee. He stopped by his **Drums** and sent a little message, but no one answered. So he made a little fire, just the right size to send **Smoke Signals**. He took out his blanket and when the fire was just right, he trapped the smoke and let out a nice little puff. But it just didn't look right. Then an old **Indian** who had been watching from a little ways off came up to him. "**Little Bear**," he said, "I see what you are doing wrong. You are not spelling it right." **Little Bear** looked surprised; he did not know you could misspell **Smoke Signals**. "Let me show you," said the old **Indian**. He took the blanket and held it a bit differently. As he released the **Smoke Signal** it floated softly into the sky. And it looked just right.

"I see," said **Little Bear**, "I was holding it wrong." He took the blanket and tried it himself. Once again a perfect **Smoke Signal** drifted into the afternoon sky. "Oh, thank you, thank you," he said turning to where the old **Indian** had stood. But the old **Indian** had disappeared. **Little Bear** ran to the teepee. "**Mother**," he called, "I can do it! Now I can communicate with **Drums** and **Smoke Signals**. **Mother**, who was the old **Indian** who helped me?" But **Little Bear's Mother** did not answer, she only smiled.

The Lost Lizard

Cub Scout: "I'll do my best."

Lizard: "Scurry, scurry."

Cap: Pantomime putting on cap

June 2009: "A Camping We Will Go"

Coat: Pantomime putting on coat

(The audience is told to follow the narrator in pantomime besides doing their assigned parts.)

Once there was a **Cub Scout** who had a pet **Lizard** that he kept in a box. One day the **Cub Scout** looked in the box and the **Lizard** was gone. "I guess I'll have to put on my **Cap** and **Coat** and look for my **Lizard**," he said. So the **Cub Scout** put on his **Cap** and his **Coat** and he put the box in his **Coat** pocket and went outside to look for the missing

Lizard.

First the **Cub Scout** looked under the porch (pantomime looking under porch). No **Lizard**.

Next the **Cub Scout** looked behind a tree (pantomime). No **Lizard**. Then the **Cub Scout** looked in the bushes (pantomime). No **Lizard**.

Just as the **Cub Scout** was losing hope of finding his lost **Lizard**, the March wind came around the corner of the house and blew the **Cub Scout's Cap** off. Holding his **Coat** tightly around him, with the box in his **Coat** pocket, the **Cub Scout** ran down the street after his **Cap** (pantomime).

The **Cub Scout** chased his **Cap** past the fire hydrant to the street corner. After looking carefully both ways (pantomime), the **Cub Scout** ran across the street after his **Cap**. The wind was blowing strong, so the **Cub Scout** held his **Coat** tightly around him as he chased the **Cap** into the park.

Finally the March wind put the **Cap** down on a rock, and the **Cub Scout** caught up with it.

And when the **Cub Scout** picked up his **Cap**, what do you think he saw? There, on the rock, under the **Cap**, was his lost **Lizard**! He picked up the **Lizard**, put it in the box, put the box in his **Coat** pocket, put his **Cap** on his head and went straight home.

When he got inside the house, the **Cub Scout** took off his **Coat** and his **Cap**. And took the **Lizard** out of the box. To his surprise, he discovered that this wasn't his missing **Lizard** after all. Sitting quietly on his desk, the **Cub Scout** found his own **Lizard**.

"Oh well," said the **Cub Scout**. "I'll take the new **Lizard** to the den meeting this afternoon.

Mrs. Smith will put him in our den zoo. Won't she be proud of me?" And with that, the **Cub Scout** put both **Lizards** in the box and went outside to play, after putting on his **Cap** and **Coat**, of course.

ADVANCEMENT CEREMONIES

Den Ceremonies, Immediate Recognition

As a Cub Scout completes three achievements for Wolf or Bear, the Den Leader should make sure that a simple recognition ceremony is held in den meeting. Use the Immediate Recognition Kit (No. 1804), which contains enough materials for a den of Cub Scout for two years. This is a motivational device used to encourage each boy to complete the rank for his age.

Use a brief ceremony related to the monthly theme, or the one below.

Den Leader: We would like to tell you the story behind these wonderful beads. The custom of awarding beads stated in the ancient tribe of the Webelos. They were given to braves who did their best to help the tribe and others.

Den Chief: Many moons ago, when wolves and bears ruled the animal world, the braves of the Webelos tribe feared these strong beasts.

Den Leader: But some braves named (names of boys being recognized), still untried, decided that the best way to live without fear was to learn to understand the creatures of the forest.

Den Chief: So they went, disguised as animals, to live with the wolves and bears. The animals accepted them and all their brothers and called them 'cubs', just as if the braves were their own. This was according to the Law of the Pack.

June 2009: "A Camping We Will Go"

Den Leader: For their bravery and friendliness to the beasts, they were given a leather thong with colored beads on it. It signified that he knew the ways of the tribe and did his best at everything without worrying if someone else did better. This is the law which the tribe borrowed from the animals and had the 'cubs' learn.

Den Chief: For doing your best in completing three achievements towards your (Wolf) (Bear) badge, I award you (names) this thong and this bead. May you always obey the Law of the Pack.

Mouse Trap Ceremony

Materials: Blindfold

This can be used with a few or many boys that are getting their awards. It signifies setting goals and achieving them, and it is one ceremony that the boys don't forget.

The goal can be the awards the boys are getting or anything else you wish. If a number of boys are getting awards, they should be placed in another room or out in the hallway with supervision. All the boys receiving the Wolf Badge (or Bear or Webelos) would be called into the Pack Meeting. For each boy, there should be a row of mousetraps, and at the end are his parents with his award. The Cubmaster explains that as the boys go through life working toward their goals, there are numerous obstacles in their way. Tonight they are to pick their way through the obstacles that lie between them and their award. They should have well in mind where these obstacles are so that they could find their way blind folded. Which is exactly what you do, and to make it even more exciting, you have them remove their shoes. (While this is taking place, someone replaces the mousetraps with pieces of wood of a similar size. As the boys go through the course and touch a piece of wood, a trap is snapped at their elbow.)

This is very effective for an Arrow of Light Ceremony also. There is only one draw back- it can only every three years.

Cub Scout Shirt Ceremony

Make it just like their shirts, council patch, Pack numbers, etc. have their awards on the shirt. Let the boys come up and "pick" their awards off. This is also an easy way to show them just where badges should be.

ADVANCEMENT CEREMONIES

Rank Candles (For Awards Ceremony, Outdoor Use)

Supplies needed: 4 wooden poles, 2" in diameter, cut 3–6 feet long. 1 Set of Advancement Stickers (large size), Scrap wood pieces, cut to sticker size, 2 x 2 blocks of wood, with holes for candles drilled inside, 4 Large Nails

Cubmaster: Tonight we light the candle in front of the Bobcat sign. We have the following boys who have distinguished themselves by learning the Cub Scout Promise, Law, Motto and have earned their Bobcat Badge. Would the following Scouts and their parents please come forward? (Call names of Cub Scouts, present them with their Bobcat badges and parents' pins.) Thank you and congratulations.

Next, I will light the candle for the Wolf Sign. (Call names of Cub Scouts, and parents for each rank, Wolf, Bear and Webelos in turn).

As you can see, our Outdoors is brightened by the spirit of Cub Scouting. Let us all strive to bring a pleasant light to our surroundings by following the Cub Scout trail.



The Great White Hunter Ceremony

Trapper Trail Council

June 2009: "A Camping We Will Go"

Personnel: Cubmaster, Wolf Den, new Bobcat and parents (Can also do this for Wolf and Bear.

Props: Extra large play gun made from cardboard.

Costumes: Hunting cap and/or hunting vest

Arrangement: Place Wolf den in front of room holding hands to make a pen to put the Bobcats and parent in. Award cards are attached to wide velvet ribbon collars. Mother's pins are on a velvet yellow ribbon.

Cubmaster: I'm going to capture some wild critter (animals) and fill my pen up. (Picks up gun and goes into the audience runs around looking, ham it up. Goes to where the Bobcats or other Cubs are seated and takes them and their parents to the pen. Make it fun.) Repeat until you get all the Bobcats.

Now I've got all the Bobcats captured. I think I'll put these Den Tracking collars on them, so we can keep track of their travels. Places the collars on each Bobcat as he names each one. This device is to remind you that on the Wolf trail the Pack will keep track of you and your advancements. You may remove them when you have done a good deed. Congratulations on your hard work. Let Cubs out of pen. Give them the Mother's Pin to present to their Moms.

Wally The Worm

Props: Have an apple made of cardboard with several holes in it. Have the awards in a box in the back. Create a worm puppet for the central character living in the apple

Format: Have Wally the Worm hiding in his apple and coax him out to tell everybody what kind of special things he has hiding in his apple. Proceed through an advancement ceremony starting with Bobcat ranks as Wally shares his special treats (awards) with the recipients.

Butterfly Catching

Props: A large butterfly net, large enough to catch a Cub Scout size butterfly. Have badges attached to colored, construction paper bugs that have been "mounted" on a collection board.

Format: Cubmaster enters ready for a butterfly collecting expedition. (Wear pith helmet, binoculars and the like). Spot and catch such rare breeds of butterflies such as the Tiger, Bobcat, Wolf, Bear, Webelos as well as the Gold Arrow and Silver Arrow tipped Monarchs.

Dimming Campfire

Equipment: Electric Campfire with dimmer switch, which Akela may operate unseen. Start with it dim.

Akela. Tonight we have gathered at the ceremonial campfire to hear an ancient tale. It was once believed that a campfire had great magic. Of course it cooks our food, lights our way and wards off wild animals, but the magic of this Pack Council Fire is that it can light up our future! But only when we approach it after making a great accomplishment.

Will (**Read Names**) and their parent please stand by their chairs? See how the fire burns only dimly when there are no advancing Scouts nearby? Now please come forward and join me at the fire's side. See how it has begun to burn brighter now!

The fire tells us that you have completed all the requirements for your _____ rank. You have worked hard to be worthy of this great honor, so the fire has given us a sign that you will continue to find great joy and success in Cub Scouting. You will soon be on your way to earning the next rank in Scouting. The fire tells us you will do so!

Please stand. I present this award to your parent to present to you. Congratulation! (Akela sits again so he can work the controls to dim the fire as Scouts leave.) I now dismiss you to your seats, and watch the fire as you leave its side! (Repeat as many times as needed for awards.)

Painted Wolf Ceremony

Crossroads of America

Equipment: Black face paint, Wolf Badges, safety pins and parent's pin, drum, and an Indian blanket with headdress if available for Akela.

Personnel: Cubmaster (Akela), Assistant Cubmaster and a Den leader to beat the drum.

Scene: Have the drummer begin a slow rhythmic beat.

Akela: When a boy joins our Pack, he earns the Bobcat badge and moves up the trail to the Wolf badge. Tonight we honor the boys who have made this significant step towards the Arrow of Light. Would the following boys _____ and their parents please step forward.

Baloo: Reads the names and has the people form a straight line.

Akela: Do each of you seek to wear the sign of the Wolf? If you do, please say yes.

Cubs: Yes.

Akela: Please recite after me, the Cub Scout Promise.

Cubs and Akela: I promise to do my best, to do my duty to God and my country, to help other people and to obey the law of the Pack.

Akela: I can see by your knowledge of the Cub Scout promise and the achievements you have done that you and your parents have worked hard. These achievements are very important, as they have given you a deeper appreciation of many things. Now you are ready to wear the sign of the Wolf.

The first toe of the Wolf paw is for your growth through feats of skill and having fun with your family. (Have Baloo paint a toe on the forehead of each boy.)

The second toe represents what you have learned about your home, community and country. (Have Baloo paint another toe on the forehead of each boy.)

The third toe represents the skills you have gained handling tools. (Have Baloo paint a third toe on the forehead of each boy.)

The fourth toe represents your new appreciation of conservation. (Have Baloo paint a fourth toe on the forehead of each boy.)

The pad represents your growth as a Scout and shows you are ready for the advancement trail. (Have Baloo paint a pad on the forehead of each boy.)

Baloo: Presents the advancement badge to the parent(s) to be given to the boy and the parent pins to the boy to be given to the parent(s).

Akela: Congratulations! To everyone for making this step a reality. Shake everyone's hand and have them take their seats.

GAMES

Fire Building Time Test

Note: This activity *must* be carefully overseen. Follow all appropriate review with the boys and follow all fire safety precautions.

Setup: Locate an appropriate place for a fire circle. (Remember that most parks do not allow the building of fires except in fire rings. Position two poles on both sides of the fire circle. Tie a piece of thin cotton string across the poles and about 12 inches off the ground. (When the boys build their fires, they'll be timed on how long it takes before the fire burns through the string. So for each fire built, make sure you tie the string at the same height.)

Either already have the necessary materials or have the boys gather the materials they need to build their fires. They will need dry kindling and some starter wood (a little larger than the kindling). Depending on the situation, you might need to give each fire building team a sheet of newspaper to help start the fire—that's

June 2009: "A Camping We Will Go"

your call. Finally, use wooden kitchen matches that the boys can best handle without burning themselves. (If the boys are not "ready" to be lighting matches themselves, you can hand them the lit match.)

The game is fairly simple. Divide the den into teams or, if you have the time and materials, each boy can try himself. The clock starts when the first match is struck. The clock stops when the fire burns through the string.

Critter Obstacle Course

Set up an obstacle course—use stakes in the ground, or lay out bright colored engineer tape in a serpentine pattern on the grass. Prepare cue cards for the racers with names of different "rug rat-type" animals—aardvark, possum, crab, anteater, raccoon, etc—you'll need a different one for each pair of racers. Divide the den into two teams and line them up at the start/finish line. Pair up the racers and assign them their "critters" so they can decide how those critters walk/crawl. On go, the race begins. Each pair of racers has to navigate the course crawling as their moving would.

Earth, Water, Air and Fire

Equipment: 1 bean bag

Formation: circle

The Pack sit in a circle with one Cub in the center holding the bean bag. He throws the bag at someone and shouts 'Earth!', 'Water!', 'Air!' or 'Fire!'.

If it is 'Earth', the chosen Cub must reply with the name of the animal, before the center Cub counts to ten. If it is 'Water!', he must think of a fish, if 'Air!' - a bird and if 'Fire' - whistle for the Fire Engine.

Note: Once a creature has been named, it may not be called again. If the Cub cannot reply in time, he changes places with the thrower.

Turkey Feather Relay

2 long turkey feathers of different colors

Divide group into teams, relay style, First player on each team holds a long turkey feather. Each team uses a different color feather. At a signal, he throws his feather, javelin style, toward the finish line. As soon as it comes to earth, he picks it up and throws it again. When it finally crosses the finish line, he picks it up, runs back, and hands the feather to his next teammate. First team to finish flaps their arms and gobble like triumphant turkeys.

Guess The Critter Game

Boys are seated in a circle. One is selected to be "it". He selects, in his mind, a critter of nature such as a cricket, mouse, praying mantis, rabbit, raccoon, chipmunk, etc. Then he whispers the selected critter to the game leader so that his answers may be checked. The person that guesses his critter is "it".

Stalking The Deer

The Critter Catcher and the deer are both blindfolded. They stand at opposite ends of a long table. The Critter Catcher attempts to catch the deer, and the deer tries to avoid being caught, as they both move around the table. The den or pack should remain quiet so that the Critter Catcher can stalk the deer through any movements he makes. The game is exciting and full of suspense for the spectators as well as for the players. Sometimes, to add to the fun, the Critter Catcher is allowed to make a occasional noise by rapping on the table. This gives the deer more chance to get away. The variation is amusing for often the Critter Catcher decides to rap just when, without knowing it, he has practically caught the deer. Can divide a big group and get more than one table, if you have a larger area.

Critter Farm

Game Leader whispers to each player the name of an critter the leader has already written down, such as dog, bat, chipmunk, bee, etc. On the word "Go" each player makes the appropriate noise of that critter. Set a time limit of say two minutes, and at the end let each player write down the different critters that were made. The person with the most correct names wins.

The Great Insect Hunt

Have the Cub Scouts stand in a circle on a grassy area, facing outward. Scatter assorted colored insects (toothpicks) in the center of the circle. On signal, the Cub Scouts turn around and gather as many insects they can find. Depending on how green the grass, certain colors will be found more easily than others, showing how color serves as protection from predators.

Bat And Moth

Have the Cub Scout form a circle 10-15 feet across. Choose one to be the "Bat" and have him come to the center of the circle to be blindfolded. Choose several other boys to be "Moths" and have them come into the circle. Each time the bat calls out "Bat!", the moths reply by calling out "Moth!" using only the direction of the sounds, the bat tries to catch the moths. When the bat calls out, he is sending his radar signals. When the moths reply, the signals are bouncing back. This is how bats, who see poorly, find insects to eat. (It must be a very effective method, because a bat eats 3-4 times his weight in insects each night.)

Critter Sound Test

Record critter sounds real or human imitations before pack meeting with a tape recorder then play it back for those present so they can try to identify the sounds. Some possibilities are dog, cat, pig, cow, duck, horse, squirrel, chipmunk, cricket, robin, chickadee, crow, katydids, locust, bee, wasp, etc.

Cub Scout Uniform Game

Cub Scout Uniform Game: When preparing for a uniform inspection, have the Denner or Den Chief slip in with his uniform rearranged in the following manner and let the Cub Scouts tell what is wrong:

1. Cap on backwards.
2. Campaign button on cap.
3. Wearing den chief or denner cord.
4. Service star on neckerchief.
5. Neckerchief twisted into a roll.
6. Belt buckle worn on one side.
7. Neckerchief tied around the neck.
8. Sleeve rolled up.
9. Buttoned up shirt incorrectly
10. Pocket turned inside out.
11. Denner cord on wrong arm.
12. Wearing more than one temporary patch

Wiggle Bug

Players stand in a circle. A small object is passed around the circle from hand to hand as music plays. The leader starts the object by saying, "This is a wiggle bug. If you get caught with it, it bites--and it gives you the wiggles. When the music stops, the person caught with the wiggle bug must choose some kind of motion, and

June 2009: "A Camping We Will Go"

must, doing that motion for the duration of the game. If he is caught another time, he chooses a new motion and adds it to the first one. Continue for as long as you want.

Duck Tag

Play in waist deep water or squat down and play in a yard. Play as regular tag except that a player is safe if he ducks completely under water or on the ground when "it" is near. Then "it" has to go after someone else. Note: a player does not have to stay underwater or on for more than 1 or 2 seconds.

Copycat Critter Tag

This game can be played with a roped circle or you will need a sprinkler that puts out water in a circle. In this game "it" is not the tagger. Rather he is the "tagee." He runs off while the other players count slowly to three. Then they chase him but they must imitate everything he does while trying to escape. If he crawls like a worm, they must crawl. If he hops like a grasshopper, they must hop. If he stops they must stop, etc., the first to tag him becomes "it". Oh, yes they must stay the circle of water or rope. Have fun !

Frog Bump

Mark a 6-foot circle on the ground. Two players go into the circle and grasp their ankles. They then try to bump or shoulder their opponent outside the circle.

Square Foot Claim

Each Scout stakes a "claim" on a square foot of land. The area should be away from where others usually play. Each Cub Scout stakes his own claim and studies it carefully to see what nature things it contains - grass, weeds, larvae, adult insects, feathers, seeds, etc. Decide on a time limit. The longest list wins.

Mini Scavenger Hunt

Give each boy a film canister with a cap. Take the boys on a hike and have them put anything into the canister, like small shells, dead leaves, and teeny tiny pinecones. The rules are that it must fit into the container while closed. The items must not be live specimens of plants or animals. The most items wins. You could also make up different categories of winners.

Water Life at Night

To see below the surface of a pond or stream at night, put a lighted flashlight in a watertight jar. (A large instant-coffee jar is good.) You might need to add a stone or two in the jar to make it sink. Screw the top on tightly and tie a cord around the neck of the jar. Lower it into the water.

Observation

Players sit in a circle. Each takes his turn telling something he can see, hear, feel or smell from where he sits. No repetition is allowed and if a player repeats what another says, or cannot think of something, he is out. The game continues until only one is left.

Animammal Conference

Equipment: Construction paper, scissors

Each person is given a cutout piece of construction paper with the name of an animal (e.g. mouse: long tail). The group is then put into pairs so that, for example, a rooster and a giraffe are together. Each pair tries to figure out a name of the animammal (e.g. Giroosteraffe). Pairs can then set out to try an guess the names of the other aminmammals in the group.

Take a sock hike

Have the scouts put old socks on over your shoes. After your hike, stop and look at the things stuck to your socks. Where did those items come from? Did you see them on your hike? Why did they stick to your socks?

Circle of Life

The more people for the circle the better and more fun! Have the scouts get into a circle with their right hand into the center. Now the object of this game is to squish together so that everyone can sit on the knees of the person in back of them. You can use this game to show how nature depends on each other and a break in the ecological chain can be devastating to the rest.

Spiders Web

Equipment: Enough pieces of string for every participant.

Objective: Have every participant walk on hands and knees to a place where a web will be built and tie the string to make a web.

Have each person crawl or walk on hands and feet to tie their string onto the "web." The first team to finish wins. You may want to give a prize for the best looking web!

SONGS

The Ants Go Marching

The ants go marching one by one, hurrah, hurrah
The ants go marching one by one, hurrah, hurrah
The ants go marching one by one,
The little one stops to suck his thumb
And they all go marching down to the ground
To get out of the rain, BOOM! BOOM! BOOM!

More verses:

The ants go marching two by two,
The little one stops to tie his shoe
The ants go marching three by three,
The little one stops to climb a tree
The ants go marching four by four,
The little one stops to shut the door
The ants go marching five by five,
The little one stops to take a dive
The ants go marching six by six,
The little one stops to pick up sticks
The ants go marching seven by seven,
The little one stops to pray to heaven
The ants go marching eight by eight,
The little one stops to shut the gate
The ants go marching nine by nine,
The little one stops to check the time
The ants go marching ten by ten,
The little one stops to say "THE END"

June 2009: "A Camping We Will Go"

Buggy

There was a Cub who had a bug and BUGGY was his name, oh.

B-U-G-G-Y, B-U-G-G-Y, B-U-G-G-Y,

And BUGGY was his name, oh!

For each verse after the first, omit saying one letter more, so that the second verse is:

There was a Cub who had a bug and BUGGY was his name, oh.

(Sh)-U-G-G-Y, (Sh)-U-G-G-Y, (Sh)-U-G-G-Y,

And BUGGY was his name, oh!

And so on...

Bugs

Tune: Row, Row, Row Your Boat

Catch, catch, catch a bug.

Put it in a jar.

Sometimes they fly, sometimes they die,
but most get squashed on your car.

Scout Vespers

Softly falls the light of day,

While our campfire fades away.

Silently each Scout should ask

Have I done my daily task?

Have I kept my honor bright?

Can I guiltless sleep tonight?

Have I done and have I dared

Everything to be prepared?

(Second version, from a Wood Badge Songbook.)

Quietly we join as one,

Thanking God for Scouting fun

May we now go on our way,

Thankful for another day.

May we always love and share,

Living in peace beyond compare.

As Scout may we find,

Friendships true with all mankind.

Quietly we now will part,

Pledging ever in our heart,

To strive to do our best each day,

As we travel down life's way.

Happiness we'll try to give,

Trying a better life to live,

'Till all the world be joined in love,

Living in peace under skies above.

Mighty Fine ... Scout Camp

The busses that you ride in, they say are mighty fine,
But when they turn a corner, they leave the wheels behind.

Chorus:

Oh, I don't want no more of Scout Camp Life..

Gee, Mom, I want to go, but they won't let me go;

Gee, Mom, I want to go home.

The leaders that they have here, they say are mighty fine,
But when you get up closer, they look like frankenstein.

The first aid that they give you, they say is mighty fine,
But if you cut your finger, you're left with only nine.

The water that they have here they say is mighty fine,
But when you try to drink it, it tastes like turpentine.

The biscuits that they serve you, they say are mighty fine
But one rolled off the table and killed a friend of mine

The spaghetti that they serve you, they say is mighty fine
They rinse it the toilet and drain it on the line/

The cocoa that they serve you, they say is mighty fine
It's good for cuts and bruises and tastes like iodine.

The tents/cabins that you sleep in, they say are mighty fine
But whoever said this has never slept in mine.

The toilets that they have here are the best that they can get

Last night my tent mate had to go, they haven't found him/her yet.

The Coming Of The Frogs

(Tune: Battle Hymn of the Republic)

Mine eyes have seen the horror of the coming of the frogs.

They are sneaking thru the swamps and they are lurking in the logs.

You can hear their mournful croaking through the early morning fog

The frogs keep hopping on.

Chorus: (repeat after each verse)

Ribet, ribet, ribet, croak, croak.

Ribet, ribet, ribet, croak, croak.

Ribet, ribet, ribet, croak, croak.

The frogs keep hopping on.

The frogs have grown in numbers and their croaking fills the air

There's no place to escape because the frogs are everywhere.

They've eaten all the flies and now they're hungry as a bear

The Frogs keep hopping on. **Chorus.**

They've hopped into the living room and headed down the hall.

They've have trapped me in the corner and my back's against the wall.

And when I opened up my mouth to give a warning call.

This was all I heard. **Chorus.**

June 2009: "A Camping We Will Go"

Flea Fly -- Repeat after the leader

Fee

Fee Fly

Fee fly Flow

Kum a lotta, kum a lotta, kum a lotta vee stay.

Oh no, no not the vee stay.

Hex a meey hex a meeny oh walla walla meeny Des a meeny heya meedy oh walla wa
Be bill Oaten scoten bo bo be de dooten Bo bo be de dotten Bo Bo be de dotten Shhhhhhhh

America (Round)

Crossroads of America

America, America,

How can I tell you how I feel,

You have given me many treasures

I love you so.

Kooka Berry

Kooka berra sits in the old gum tree,

Merry, merry king of the bush is he.

Laugh Kooka Berra, laugh kooka berra,

Gay your life must be.

Do Your Ears Hang Low (High)

Do your ears hang low,

Do they wobble to and fro?

Can you tie them in a knot?

Can you tie them in a bow?

Can you throw them over your shoulder
like a Continental soldier?

Do your ears hang low?

Do your ears hang high?

Do they reach up to the sky?

Do they droop when they are wet?

Do they stiffen when they dry?

Can you semaphore your neighbor with
A minimum of labor?

Do your ears hang high?

All You Etta

(Tune: Allouette.)

Crossroads of America

All you etta, think of all you etta,

All you etta, think of all you et.

Think of all the _____ you et,

Think of all the _____ you et,

_____ you et,

June 2009: "A Camping We Will Go"

_____ you et,
Ooooooooh.

Kum Ba Yah

Kum ba yah my Lord, Kum ba yah,
Kum ba yah my Lord, Kum ba yah,
Kum ba yah my Lord, Kum ba yah,
Oh Lord, Kum ba yah.

Someone's crying, Lord, Kum ba yah,
Someone's crying, Lord, Kum ba yah,
Someone's crying, Lord, Kum ba yah,
Oh Lord, Kum ba yah.

Someone's laughing, Lord...
Someone's singing, Lord...
Someone's praying Lord...

It's an Insects World"

Sung to the tune of "It's a Small World"

It's a world of centipedes, a world of moths,
It's a world of butterflies, a world of moths,
There's so much that we share,
We should be aware,
It's a great big insect world.

Chorus:

It's a great big insect world.
It's a great big insect world.
It's a great big insect world.
It's an insect world.

It's a world of beetles, a world of fleas,
It's a world of worms, a world of bees,
In this world that we know,
There's so much we can show,
It's a great big insect world.

Chorus:

It's a great big insect world.
It's a great big insect world.
It's a great big insect world.
It's an insect world.

SKITS

A Compass Lesson

Cast: 1 leader and 2 or more scouts.

Props: A good compass and a map

Announcer: In this scene, we see a Scoutmaster teaching a Patrol about maps and compass.

Scoutmaster: Now fellows, if you take a bearing from the map this way you can now stand up and, keeping the compass away from your belt buckle, walk along the bearing until you reach your destination. John, you try that. (John does as instructed, exits, re-enters)

Scoutmaster: (Standing) In the same way you can take a bearing on a distant object, and use that to find where you are on the map. Now, each of you take a bearing on that big tree on the hill top. (Other boys do as instructed, passing compass around, making suitable comments.)

Scoutmaster: (After a few moments) All right, let's all gather around. That wraps up tonight's compass lesson. There is just one more important point! Never, never buy a **TATES** compass.

Tom: Scouter, why should we never buy a **TATES** compass?

Scoutmaster: You know the old saying: "He who "has-a-TATES" is lost!"

Bee Sting

1st scout: "OOOOOUCH , OOOOOH , OOOUCH."

2nd scout: "What's the matter with you?"

1st scout: "A bee's stung my thumb."

2nd scout: "Try putting some cream on it then."

1st scout: "But the bee will be miles away by this time."

Campers and Bears

Two campers are walking through the forest when they suddenly encounter a grizzly bear! The bear rears up on his hind legs and lets out a terrifying roar. They're both frozen in their tracks.

The first camper whispers, "I'm sure glad I wore my running shoes today."

"It doesn't matter what kind of shoes you're wearing, you're not gonna outrun that bear," replies the second.

"I don't have to outrun the bear, I just have to outrun YOU," he answers.

"Gathering of the Nuts"

Select a cast and have them enact the following dramatic roles and then read the play script allowing time for each character to play the part.

Horns- "Toot Toot"

Drum- "Boom Boom"

Cymbals- "Clang, Clang"

Curtains- Two People Stand Together in the Middle of the Stage and then Part to the side of the stage on cue.

Moon-Gets up off the floor on cue, and put arms together in the shape of the moon.

Trees- (Have several, 4 or 5) Stand and waive arms on cue.

Sun-Stands and on cue sits down.

Wolf-Enters from stage right howling.

Announcer- Reads the following script: The orchestra plays (horn, drum and cymbals begin playing), and the Curtains part, the trees wave in the breeze, The sun sets and the moon rises, a wolf enters howling. The

June 2009: "A Camping We Will Go"

announcer then asks the gathering if they have ever seen such a gathering of nuts. Have the curtains close and give all participants a "Round of Applause!"

CUB GRUB - Fun Food

Campfire Snacks

Go to this and other websites for many great campfire-appropriate recipes. (Make special note of the popcorn recipe, below. Something special each of the boys can do himself.)

Striped S'More

Ingredients:

- Marshmallows
- Fudge Striped Shortbread Cookies

Toast marshmallows until golden brown, place between bottoms of 2 fudge striped cookies. Taste just like the ones you make with graham crackers without the mess.

Reese's Peanut Butter Cup Smore

Ingredients:

- 2 1/2 s graham cracker
- 1 marshmallow
- 1 peanut butter cup

Cook marshmallow over campfire, put on to cracker, then add peanut butter cup to marshmallow.

Campfire Popcorn

In the center of an 18" x 18" square of heavy or doubled foil, place one teaspoon of oil & one teaspoon of popcorn. Bring foil corners together to make a pouch. Seal the edges by folding, but allow room for the popcorn to pop. Tie each pouch to a long stick with a string & hold the pouch over the hot coals. Shake constantly until all the corn has popped. Season with butter & salt.

Foil Pack

Instructions - Use regular width heavy duty foil (two sheets of regular foil works OK, but the heavy-duty is easier to handle) and tear off as many pieces needed - each piece should be about 12"-15". Food should be placed on the **shiny** side of the foil. To close packets after food to be cooked is placed on foil, use a "drugstore wrap" - bring longer edges of foil together over food and fold over and down several times, almost to the "level" of the food. Fold ends over about 1/2 inch or so at a time until the folds reach the food. Place the packets on the grill - seam side up first and about 6"-8" over the coals - and cook for about 15 minutes. Turn over packet and cook another 15 minutes. This is not an "exact science" - cooking times sometimes have to be adjusted for variations, e.g., too-full packets, too-thick ingredients, etc. If in doubt, take a packet off the fire, open and check; re-seal carefully if it needs more cooking. Food foil packs can be cooked in any oven, of course, but campfire cooking - fire-building, food preparation and cooking - can interest any kid.

All-In-One Meal (Kids like to assemble their own "packs" and can help with cutting the vegetables if they're "sharp-object ready". And, mark each packet with its owner's initials before cooking; black magic marker works well.)

June 2009: "A Camping We Will Go"

Make a patty of about 1/4 pound lean hamburger. (Some older kids, especially high school-age boys, and more than a few girls, can eat two or more packs.) Place patty on "square" of heavy-duty foil. Put one or more of the following "seasoning" options on the meat patty, if desired:

A couple tablespoons of catsup or chili sauce; mix with a little mustard if desired.

Two-three tablespoons tomato sauce with herbs or any other variety - comes in an 8 oz. can.

Two-three tablespoons salsa

About a tablespoon of dry onion soup mix - stir up the "powder" and the "flakes" together and sprinkle over the patty; the moisture from the vegetables/meat will moisten this.

A little salt, pepper, and Worcestershire sauce.

On top of the meat patty, layer (overlapping like "fish scales") 4- 6 thin slices of potato, then about the same amount of thinly sliced carrot on top of the potato. (4 or 5 thin slices of zucchini can also be "layered" on top of the carrot, if you like.) Put a little chopped or very thinly sliced onion - some kids don't like this and will leave it out - over the top of the other vegetables, close up the packet and place over hot coals. When food is done, add any other seasonings desired, and eat from the foil packet - no plates required

Cinnamon-Sugar Biscuit Stick

Ingredients:

- Can of ready to cook biscuits
- 1/2 c. Sugar
- 5 tbsp. Cinnamon
- 1 Stick Butter
- Green Sick or Camping Fork

Directions:

Melt butter in square cake pan & keep warm. Mix cinnamon & sugar & place in pie pan. Open biscuits & roll into long strip. Roll onto stick and hold over fire without touching flames. Cook until light golden brown. When dough moves easily without sticking, it is done. With a fork, roll dough in butter, place in cinnamon sugar and roll. Enjoy!!

Bisquick Cherry Cobbler

Ingredients:

- One or two cans of cherry pie filling
- Box of Bisquick
- Vanilla flavoring
- 1 Egg
- Water
- Sugar
- Milk
- Cinnamon
- Round 8-9" cake pan
- Dutch oven
- Aluminum foil

Directions: Coat cake pan with thin coat of oil, or line with foil and coat with oil. Spread cherry pie filling into cake pan, at least one layer of cherries across bottom. Mix in bowl until smooth: 1 cup of Bisquick, 1/3 cup of milk, 1 tablespoon of sugar, 1 egg, 1/8 teaspoon of vanilla, large dash of cinnamon. If batter is very thick, add a splash of milk so it will be spreadable but not runny.

Pour batter equally over top of cherries, use spoon to spread if needed. Place three small rocks on bottom of hot preheated Dutch oven, then place cake pan in oven on top of rocks and cover. Place oven on top of eight-

June 2009: "A Camping We Will Go"

ten good charcoals. Put twice as many on top. Bake about 12 to 15 minutes until crust is golden brown and cherries are bubbly. Be careful not to overcook if batter layer is thin.

Frito Pie

Ingredients:

- 2 lbs of hamburger
- Large bag of Frito's corn chips or other corn chips
- 4-6 ounce bag of shredded cheddar cheese
- Package of taco seasoning
- Medium size jar of salsa or sauce if desired:
- Head of lettuce or bag of pre-cut salad
- Fresh tomato, chopped
- Onion, chopped
- Fresh mushrooms
- Red or green peppers
- Sour cream
- (serves 6 to 8 boys)

Directions:

Preheat Dutch oven on fire, and brown meat. Drain off grease. Stir in taco seasoning mix, cover and simmer according to directions, 5 to 10 minutes, stirring as needed.

Remove from heat. Add chips to Dutch oven, mix in with meat, spread layer of shredded cheese over top, cover and let stand for a few minutes to warm chips and melt cheese. In cold weather, place Dutch oven on a few coals and put a few on top of lid to maintain heat.

Serve when warm and cheese melted. Add salsa to taste.

Option: sauté onions, peppers, mushrooms with ground meat before adding taco seasoning.

Meat Loaf

Ingredients: 2 Servings

- 1 1/2 lb Ground beef
- 3/4 c Quick oats
- 1 Eggs
- 1/4 tsp Dry mustard
- 1/4 C Bell pepper
- 1 pack Onion soup mix
- 3/4 tsp Salt

Mix all ingredients and put in casserole pan. Place in Dutch oven. Bake 1 hour, covered.

Banana Boat

Ingredients:

- 1 Banana -- unpeeled
- Semisweet chocolate chips
- Miniature marshmallows
- Brown sugar

This recipe is for 1 serving

June 2009: "A Camping We Will Go"

Slit each banana lengthwise but not all the way through. Leave the skin on (do not peel). Put 1-2 teaspoons each of the marshmallows and chocolate chips in slit. Sprinkle lightly with brown sugar. Wrap tightly in foil, being sure to seal ends. Place on grill over campfire or coals, seam side up. Takes about 7 minutes to cook.

STUNTS & APPLAUSES

Beaver: Cut a tree by tapping front teeth together, slap your tail by slapping a palm against your thigh, then yell, "**TIMBER!**"

Boy Scout/Cubby Yell: "What's the best patrol/de n?" All the patrols/dens yell back the Boy/Cubby winner's patrol name/den name.

Call the Hogs Yell: SOOOOOOOO EEEEEEEE, SOOOOOOOO, EEEEEEEE!!!!!! PIG PIG PIG PIG!!!

Cub Scout Yell: "Do Your Best! Be Prepared! Shout! Shout! Shout! Wolf Cub! Bear Cub! Webelos Scout!"

Foil Dinner: "RAW, RAW, RAW!"

Super-scout: Faster then a speeding bullet, more powerful then a locomotive, able to leap tall buildings in a single bound. It's Super-scout!

Bee Applause: Don't touch that hive!!!! Buzzzzzzzzzzzzzzz Ouch! Ouch!!!! Run!!!!!!

Giant Beehive Applause: Instruct everyone to start humming. Then as you raise your hands, the humming gets louder. When you lower your hands, the hummming gets more quiet.

Duck Call: Applause: Instruct in detail how to hold your hands to your mouth. Then say, "here, ducky, ducky, ducky."

Mosquito Applause: Buzz like a mosquito then raise up hands and slap them together, like killing a mosquito, then flip the dead mosquito off your hand.

Heart & Sole Applause: Slap heart and then the sole of your shoe.

Real Big Hand Applause: Make a fist with your hand and extend your thumb, put the thumb in your mouth and blow extending your fingers up with each puff. When fingers are completely open raise your hand!

Mosquito: Rapidly slap arms, legs, body and face.

Oil Cheer: Crude! Crude! Crude!

Jolly Green Giant Cheer: Place hands on hips, tilt back and forth and say Ho, Ho, Ho.

Doctor: Open your mouth, stick out your tongue and say "Ahhhhh."

Horsing Around: Make galloping noises and whinney.

Jokes

Alaskan Joke: What does a pig in Alaska live in?

Answer: A pigloo.

Bumble Bee Joke: What does a bumble bee chew?

Answer: Bumble Gum..

Run-Ons

Cub #1: How do you catch a unique mouse?

Cub #2: Unique up on him.

A: Enters singing "soap, soap, soap."

B: What are you doing?

A: Singing a few bars.

CLOSING CEREMONIES

Preparation: Before the meeting, go to a local photo-processing store and get enough 35-mm film canisters for everyone in the group. You can also print off a bunch of labels (standard Avery labels, for example) that list the campfire event group, date, and event. During the campfire activity, shovel out ashes from the campfire and have these cool off. **CAUTION:** Make sure that the ashes have no live cinders. Off to the side, have someone fill each canister with some of the ashes. At the close of the campfire, pass around baskets/containers with the filled canisters.

Cubmaster: Tonight, as we close out the campfire and close out another successful program year in our Pack, we think about the good times we've had together all year long. To help join us together, we share these ashes—the last lingering light of our year together. Keep these ashes to remember our friendships and good times, to remember the fellowship we have shared and will always share together in the Scouting program. Good night and Godspeed, Pack XX!

4th of July Closing - The Flag

We watch the flag as it passes by
A flash of color against the sky;
Its fifty stars are as dazzling white
As those few that shone by dawn's first light
The brave, bright red that will never fade,
By the blood of men's sacrifice was mad.
The white, for our nation's purity
Can be kept from stain by you and me.
The blue; the vastness of God's own sky,
His promise that freedom shall never die.

The mighty cities; the farmlands fair;
The many churches for praise and prayer;
The chance to do, the chance to be
In a land our forefathers fought to be free.
The hope that the world is looking for
In our will for peace but our strength for war
A symbol we cherish and understand.
And we bar our heads and our hearts beat high
As our flag, "Old Glory" is passing by.

Cub Scout Fun

Have Den recite lines at the closing of the Pack Meeting.
So we've spent a year together
We've spent a year of fun
We've had good times together
With our Pack that works as one
But the good times that we've shared
And the laughs and games and song
Are only just the start of it,
If you come all summer long
For we have many plans
To keep from being bored
And if we work together

June 2009: "A Camping We Will Go"

We'll get the Summertime Award!
So don't forget your Den and Pack
As you make your summer plans
'Cause the Den and Pack are surely
The best fun in the land!

Critters All Around

Setting: Set up the meeting place to be low lights and quiet whispers. Make it as serene as possible.

Cubmaster: As we close out this month's Pack Meeting, we recall that we humans are not here alone. We share this wonderful earth with creatures of every sort. But we need to recall also, that we are given a responsibility to take care of our earth and the creatures that live here on it. So let's take this responsibility seriously and remember that all God's creatures deserve a break. Treat nature with respect. Do not abuse the wonderfulness that we've been given. Good night!

Smokey

Each boy should hold up cards to spell "Smokey."

S --- Smokey the Bear has a message to tell.

M --- Make it a point to hear him well.

O--- Only you can prevent fires Smokey does say.

K --- Keep yourself safe in being careful that way.

E --- Everyone must do their part.

Y --- Yes, we can stop fires before they start.

Do Your Best

When you give the Cub Scout Promise, the words "Do Your Best" often are lost all the other very important words. Let's stop for a minute and carefully consider those words. "Best" describes effort and action above our usual performance. "You" are the only person who can possibly know whether or not you have done your best to do certain things. "Your Best" is just that--the very best.

Think about the meaning of the Promise and decide that you will always do your very best, no matter what the job facing you might be.

Twigs

As the embers fade in your campfire/charcoal grill, give each person a sprig of dried cedar, pine, etc.

Akela: The light from hundreds of campfires, burning around the world has brightened the Cub Scout Spirit for many years. Tonight, we have enjoyed the warmth and cheerfulness of our campfire as one Cub Scout family. As the campfire dims, its glowing embers are reminders of the fun and fellowship we have shared. I ask that you now walk slowly past our campfire in silence, drop your twig upon the ember, and think of what Cub Scouting means to you.

Recite the following poem as the people file past the campfire to drop their twig. The poem may be used separately.

Have You Ever Watched The Campfire

Have you ever watched the campfire,
When the wood has fallen low,
And the ashes start to whiten
Round the embers' crimson glow
With the night sounds all around you
Making silence doubly sweet,

Santa Clara County Council

June 2009: "A Camping We Will Go"

And the full moon high above you
That the spell might be complete?
Tell me - were you ever nearer
To the land of heart's desire
Than when you sat there thinking
With your feet before the fire?
- From The Gilwell Camp Fire Book

Cubmaster's Closing Thoughts

There isn't a trail that is too long to take, if you really want to take it, and you know at the beginning of that trail what the difficulties will be.

A trail can be any endeavor that you start off on. Don't ever start down a trail in your life without believing that you will finish the trail and come to the other end.

If you live out your life this way, every day can bring new trails, start your out on new adventures and make your life a really good journey.

Closing

May the sun be warm and kind to you,
May the darkest night bring a shining star through.
May the dullest day bring a ray of light to you,
And when you leave here tonight,
 God's hand to you.
 Good night Scouts!