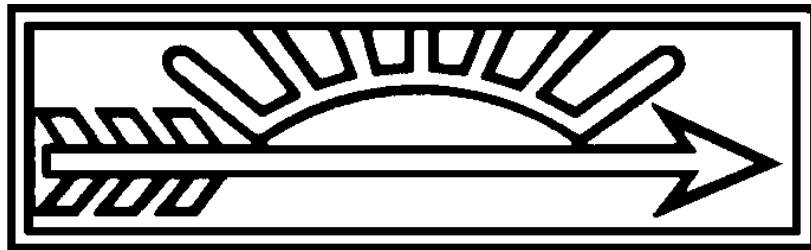


Webelos Scouts



Eagle Scout

Some years ago, a son was born,
And we had dreams of what he'd do.
We thanked the Lord for such a gift,
And prayed to have our dreams come true.

As years went by, and Scouting called,
He donned a Cub Scout Uniform.
And when he finished Webelos,
The feeling we possessed was warm.

Then he became a Tenderfoot,
And resolutely started out
To learn, and live, the Scouting law,
And to become an Eagle Scout.

He hiked the hot and dusty trails,
He camped out in the cold and snow.
He learned to live with other Scouts,
Who, as he aged, helped him to grow.

He learned to follow, and to lead,
To help those who came after him.
Though sometimes he required a shove,
At times that Eagle trail grew dim.

As we stand here behind our son,
We're thankful for each helping hand.
Tonight, because someone cared,
He stands where only Eagles stand.

God bless those men and women who,
Took time to stop and help him out.
We sent a little eager boy -
You gave us back an Eagle Scout.

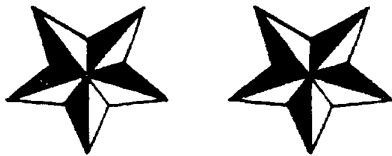
Don Church

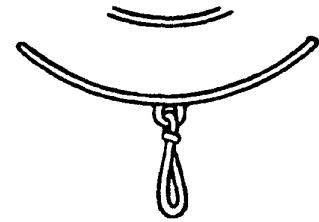
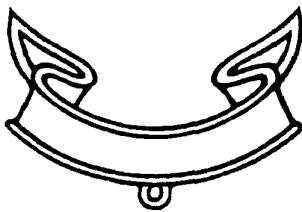


The Scout Badge

When we speak of the Scout badge, we mean the badge of the First Class Boy Scout. It is shown here.







Understand the significance of the Scout badge.
Know its parts and tell what each stands for.

THE SCOUT LAW

The following is a song which will help the boys remember and understand the Scout Law. It goes to the tune of "Yankee Doodle".

Trustworthy Tommy was a Scout,
Loyal to his mother,
Helpful to the folks about,
And friendly to his brother.
Courteous to a girl he knew,
Kind unto his rabbits,
Obedient to his father, too,
And cheerful in his habits.
Thrifty, saving for a need,
Brave and not a faker,
Clean in thought and word and deed,
And reverent to his Maker.

SCOUT LAW GAMES

Divide the Webelos den into two teams. Give each team a set of twelve 3 x 5 cards with one word of the Scout Law on each card. At the starting signal, have each team place the cards in the correct order of the Scout Law. The winning team is the team to first have their cards in the right order.

Form the boys into a circle. The Den Chief is in the middle. He is to randomly point to a boy who gives the first point of the Scout Law (*Trustworthy*). He then points to another boy who is to give the next point in order (*Loyal*). If a boy does not give the correct response by the time the den chief counts to five, he must step backwards and sit down. He is out of the game. Play continues until there is only one boy left, or until everyone is stumped. If you get through the Law once, start over again until all are eliminated that are going to be eliminated.

SCOUT LAW QUIZ

TRUSTWORTHY	OBEDIENT
LOYAL	CHEERFUL
HELPFUL	THRIFTY
FRIENDLY	BRAVE
COURTEOUS	CLEAN
KIND	REVERENT

Write the word from the Scout Law that goes with the definitions provided.

- _____ 1 - A Scout does things willingly for other people without reward.
- _____ 2 - A Scout looks for the bright side of things and tried to make others happy.
- _____ 3 - A Scout tells the truth and keeps his promises.
- _____ 4 - A Scout is faithful in his religious duties and respects the beliefs of others.
- _____ 5 - A Scout understands there is strength in being gentle. He does not hurt harmless things without reason.
- _____ 6 - A Scout keeps his mind and body fit and sanitary.
- _____ 7 - A Scout is true to his family, friends, school, and nation.
- _____ 8 - A Scout is polite to everyone regardless of age or position.
- _____ 9 - A Scout works to pay his way and saves for unforeseen needs.
- _____ 10 - A Scout seeks to understand others and respects those with ideas and customs other than his own.
- _____ 11 - A Scout follows the rules of his family, school, and troop. He obeys the laws of his community and his country.
- _____ 12 - A Scout has the courage to stand for what he thinks is right, even if others laugh at him.

ANSWERS TO QUIZ: 1. Helpful 2. Cheerful 3. Trustworthy 4. Reverent 5. Kind 6. Clean 7. Loyal 8. Courteous 9. Thrifty 10. Friendly 11. Obedient 12. Brave

GAMES FOR WEBELOS SWIMMERS IN DEEP WATER

KIM'S GAME UNDERWATER

In five-foot-deep water, make a small pile of five to ten familiar objects that do not float (spools, coins, nuts, bolts, soda can full of water, etc.). Players swim out, surface dive to inspect the articles, and return. They then tell the leader all the articles they remember seeing. The game ends with the swimmers retrieving all the objects.

SWIMMING POM-POM PULLAWAY

“It” is in the center of the pool in chest-deep water. The other players are all at one end. When “It” calls, “Pom-pom pullaway,” the others try to swim to the opposite end of the pool without being tagged by “It.” A player who is tagged joins “It” in trying to tag others for the next crossing. The last one caught is “It” for the next game.

BALLOON ONE O' CAT

The “fielders” are spread out over the deep-water area. The “batter” hits a large, soft ball with his fist in the direction of the other players and swims to the first (and only) base and returns home. The fielders may put him out either by getting the ball to home base before he gets there or by hitting him with the ball. When the batter is out, all players move up in rotation. The batter becomes a fielder.

WATER GAMES FOR SWIMMERS AND NONSWIMMERS

PADDLEWHEEL DUEL

Play in waist-deep water. Opponents grasp opposite ends of kick-board. On signal, both begin kicking, trying to force opponent backward in the water.

TOWEL RESCUE

Play in chest-deep water. Divide group into two teams. Put one member of each team some distance from his teammates. Give him a towel. On signal he walks or swims to his team, tosses the end of the towel to a teammate, and tows him back to the start. The “rescued” boy then becomes rescuer and repeats the action, “saving” another team member. Continue until the whole team has been saved.

GOLD RUSH

Use pennies or iron washers painted gold. Scatter them in water between knee and waist depth. On signal, players try to retrieve as many washers as they can within a specified time.

USE YOUR HEAD

Players line up in waist-deep water. Give each an inflated balloon. On signal, they put the balloons on the water and propel them to shore. Only their head may touch the balloon.

SHARK'S TEETH

You need at least five corks (not too small) for each player. Form two or more teams of three players each. Teams line up on both sides of the pool. The corks are thrown into the water. At a signal, the players jump into the water, recover the corks by getting them between their teeth without using their hands, carry them to their collecting spot and return for more. The team that secures the most corks within an allotted time period wins.

ROPE THROW RESCUE RELAY

Each team has a coil of rope (clothesline will do). Fathers representing drowning persons are in the water. Each Webelos Scout throws the rope to the "drowning person" who grabs it and lets go. The Webelos Scout recoils the rope and hands it to the next boy on the team. Repeat until all members have thrown.

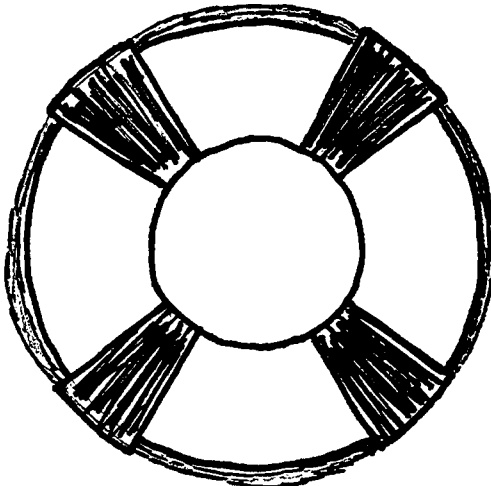
I SPY!

This game makes it necessary to open the eyes underwater. Participants pair off. One player of each pair takes a deep breath, submerges his face and opens his eyes. The other player extends, underwater, as many fingers on one hand as he likes. The player whose face is underwater tries to see the number of fingers extended by his buddy. When he thinks he has seen correctly, he lifts his head out of the water and says, "I spy (number) fingers." The number of fingers extended must be identified by sight. It is not permissible for the underwater spy to touch his opponent's fingers in order to ascertain the number extended! The fingers should be held fairly close to the spy's eyes so that his vision is not too distorted by the water. Players take turns at spying.

LIFE PRESERVER NECKERCHIEF SLIDE

You will need: 1 ring, made of foam or styrofoam (2" across, 1/4" thick, 1" hole in center). 6" white string. 3" pipe cleaner for backing. Red tape, 3/8" wide. White paint.

Paint ring and allow to dry. Wrap string around outside of ring, and secure with red tape in four locations, forming a cross. Bend pipe cleaner and poke in back of ring to form slide-back (you may want to secure the pipe cleaner ends with glue).



STRING ART FLEUR-DE-LIS

You will need: One 8" x 8" sturdy board. Paneling nails. Yellow crochet thread. Blue yarn. Stain or varnish (spray works well). Hammer. Glue. Scissors. Sandpaper. Pattern. Tape.

Sand and stain the board. Spray stain and varnish dries quickly and you can avoid the mess of a brush and the extra clean up. (If the boys are spraying, make sure they wear eye shields.)

Cut away the center of the pattern, as shown. This will make it easier to take off the pattern after it is done. Center the pattern on the board.

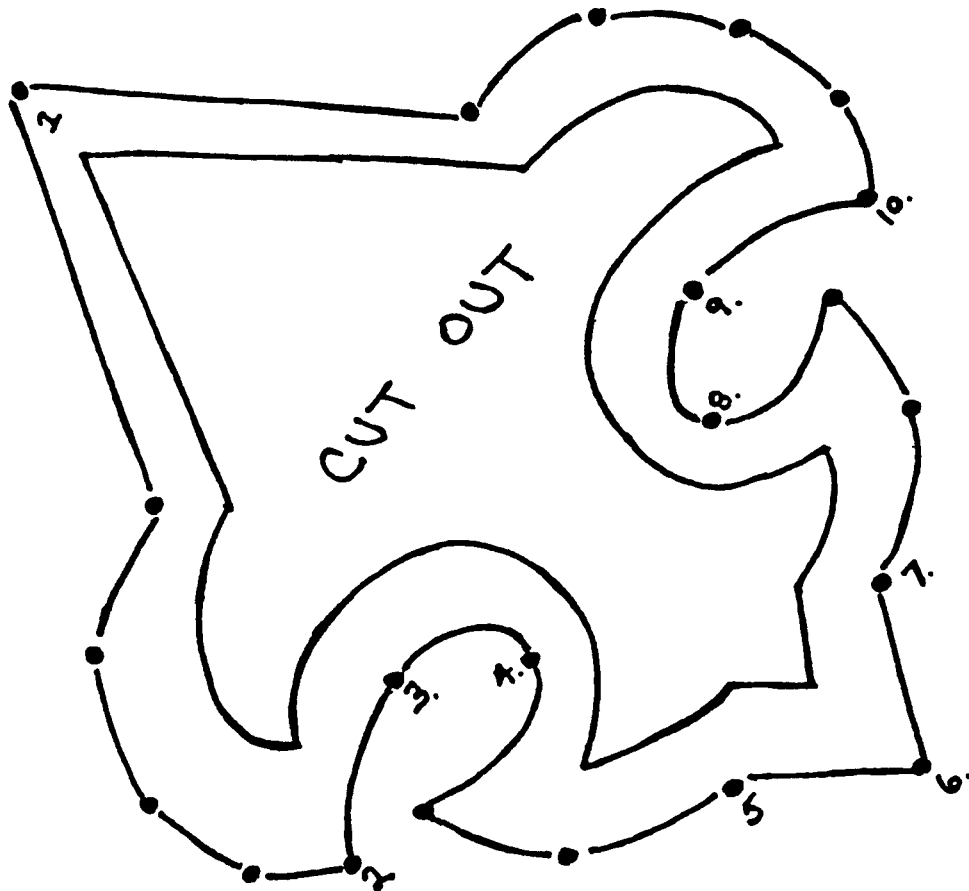
Pound a nail into each dot on the pattern. Make sure nails do not wiggle or they will pop out. Have the nails stick out about 1/2".

Tie on the yellow crochet thread at nail #1. Leave an inch or so of thread at the end to tie off when finished stringing. Only string the nails with numbers. The others will be used as part of the outline. Start at 1 and follow the numbers. Always return to 1 as 1-2-1-3-1-4-1-5-1-6-1-7-1-8-1-9-1-10. Tie off at 1.

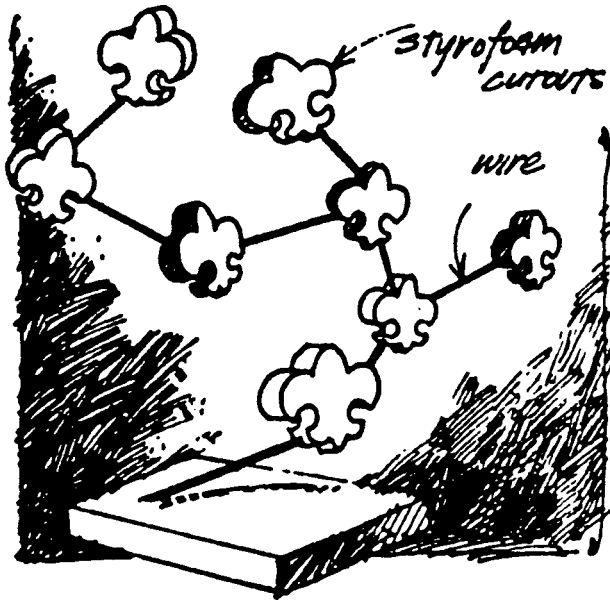
Tie on the blue yarn at #1. Leave enough to tie off at the end. Wrap around each nail with the blue yarn to make the outline. Tie off at 1 and snip ends. Make sure the boys wrap the yarn in the sequence of 1-(four unnumbered nails)-2-3-4 and then the point (unnumbered), following the outline. Don't skip any nail.

Remove the pattern, being very careful not to pull straight up but pull to the sides. Attach wire or a frame hanger hook to the back for hanging.

This can be used as a great decoration for Blue & Gold banquet or for special gift. You may note that the yellow crochet thread looks like a star or an arrow pointing the right way in life through the fun of Scouting.



COAT HANGER AND PLASTIC FOAM CONSTRUCTION

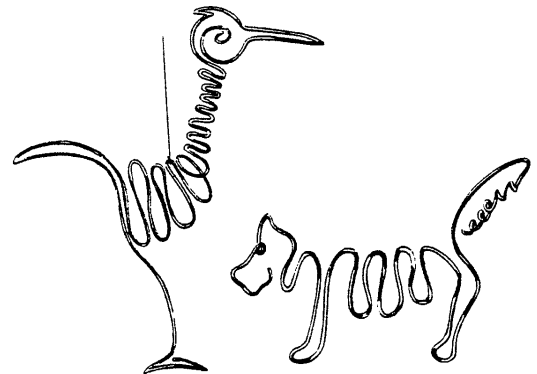


For Webelos Artists. Many constructions, or space "sculptures," can be created with pieces of coat hanger or other stiff wire, a block of wood, and plastic foam (obtainable at hobby stores).

WIRE SCULPTURES

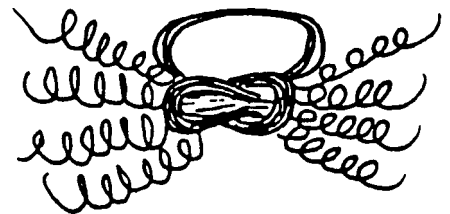
Use wire, copper, aluminum or colored telephone wire. Use wire cutters. Optionally use a wood block, scraps of paper, metal or fabric to help shape your creation. Twist wire around a pencil to make coils.

1. Choose a figure or plan a design for a sculpture.
2. Shape the wire until you are happy with the figure you have created.
3. If desired, add color, details or a new texture by using bits of other materials as part of your sculpture. Try wood scraps or snips of fabric.
4. Nail wire sculpture to wood if it needs a base for support, or hang by itself or as part of a mobile.



SPRUNG OUT NECKERCHIEF SLIDE

Use cable core or telephone cord, or anything that has a lot of small different colored wires inside. Cut the plastic insulation off the main cord so that you are working with all the colored wires. Tie the wires in a square knot using two fingers as spacers to form the loop the neckerchief will go through. With the loose ends wrap one wire at a time around a pencil. Slowly remove the pencil leaving the wire looking like a spring. Repeat with all of the loose wire ends.



“CHAMP-NIT” METHOD

Your den can stage its own decathlon - not in track and field, but in fitness duels. For extra excitement, use the “champ-nit” method of scoring.

The “champ-nit” method is a Baden Powell idea. The founder of Scouting wasn’t too happy about “winner-take-all.” The losers, he felt, needed to stay in to try again.

Let’s say you have eight boys in your den. After the first duel, you have four winners, four losers. The winners drop out. After the second duel, you have two winners and two losers. The losers square off again. Finally, you have one loser, the den “champ-nit.”

This method is very effective for knotting games, first-aid competitions, fire building contest and such. In an eight-boy den, the champ-nit will have had seven tries. So the loser wins. He gets the most practice. He needs it.

DIZZY DASH

Sometimes for a Cub Scout to plop down on the ground and whip out 30 sit-ups or 8 push-ups can be such a hassle. They usually can, except for the thought of it. So maybe you can try hiding it in a game like this. (Don’t tell them what they are doing.)

Line the Cub Scouts up side by side with some room between each. Have them lay down on the ground in the up (start) position (for push-ups). Have them touch their face to the ground and come back up (one push-up). Then while still in the up position, “walk” their feet up so they can do one somersault, stopping on their back with their knees up in the air. They then touch their elbows to their knees (one sit-up). Have them do the somersault and sit-up combination three more times for the total of four sit-ups in a row. Then when doing the next somersault, have them “roll” on over to their bellies and do one push-up. Have them continue this one push-up with four sit-ups and a somersault between each. When they have done the 9th push-up, they have also done 32 sit-ups. Challenge another den.

BARBELL

Use a three foot dowel, rod or broomstick with 3/4" pipe caps on each end. Embed these pipe caps in 46 oz. cans filled with cement. Allow cement to dry overnight. Use for standing press or prone press.

MUSCLE BUILDING EXERCISES

Some muscles need more building up than others for increased strength and stamina. Start out slowly and increase gradually in these exercises designed for a 15 minute home workout program.

BICEPS BUILDER

Bend one arm at the elbow and extend, palm up, from your side. Make a fist with this hand. With the other hand, grab the extended arm just below the wrist. Push up with the extended arm while pushing down with the other. Hold 10 seconds. Do this five times with each arm.

NECK BUILDER

Grab each end of a good strong bath towel with one hand on each end. Put the towel behind your head. While holding your head up straight, push hard against the back of the neck with the towel until your neck muscles quiver. Try this for three minutes.

ABDOMINAL MUSCLE BUILDER

Lay on your back on the floor with your arms at your sides and your feet together. Raise and spread your legs slowly without touching the floor and hold for 10 seconds. Do this three times, then rest and repeat.

BACK & CHEST STRENGTHENER

Lie face down with hands at the back of your neck, elbows out. Raise head and chest and hold. Repeat.

ARM & SHOULDER MUSCLE BUILDER

Push-ups are great for this. Keep back and arms straight while raising and lowering your body. Work up to 20 push-ups a day.

STOMACH MUSCLE BUILDER

Lie on your back with your arms straight above your head on the floor. Raise up and touch your toes with your fingers, keeping your legs straight.

FEET & TOE CONDITIONER

Walk pigeon-toed with your toes curled. Practice picking up marbles or smooth stones with bare feet.

LEG & THIGH BUILDER

Stand up straight with your hands on your hips. Rise up on your toes while bending your knees slowly until you are in a squat position. Repeat.

FLAG QUIZ

1. Mrs. Elizabeth Griscom Ross Ashburn Claypoole, better known as Betsy Ross, made the first Stars and Stripes at the request of George Washington. TRUE or FALSE
2. The biggest free-flying flag flies over the Capitol Building in Washington D. C. TRUE or FALSE
3. The flag may not be flown upside down. TRUE or FALSE
4. When a flag is used to cover a casket in a military funeral, the flag is buried with the casket. TRUE or FALSE
5. The flag may be half staffed only by Presidential proclamation. TRUE or FALSE
6. The flag should be hoisted slowly and lowered quickly. TRUE or FALSE
7. The flag should be flown every day, regardless of the weather. TRUE or FALSE
8. The Stars and Stripes was designed by Francis Hopkinson, an artist and signer of the Declaration of Independence. TRUE or FALSE
9. It is a Federal crime to knowingly cast contempt on the flag by publicly mutilating , defacing, burning or trampling upon the American Flag. TRUE or FALSE
10. The American colonies used British flags for 150 years. TRUE or FALSE

Answers:

1. Unknown. The Betsy Ross story is charming, but unproved.
2. False. The largest free-flying U. S. Flag hangs (on holidays and special occasions) from the New Jersey Towers of the George Washington Bridge that spans the Hudson river and connects New York with New Jersey. The flag measures 60' x 90'.
3. False. The flag may be flown upside down as a signal of dire distress.
4. False. The flag should not be lowered into the grave or allowed to touch the ground. It is folded and usually presented to the next of kin.
5. False. But then the flag is half-staffed to honor deceased persons for whom the nation officially mourns. On Memorial Day the flag is at half-staff until noon and at full staff from noon until sunset(at noon it is raised full-staff to show that the nation lives).
6. False. It is the other way around. The flag should be hoisted briskly and lowered slowly.
7. False. The flag should not be flown in inclement weather.
8. True
9. True.
10. True.

PRESIDENT AND RANK SEARCH

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

Washington
 Adams
 Jefferson
 Madison
 Monroe
 Adams
 Jackson
 Van Buren
 Harrison
 Tyler
 Polk
 Taylor

Fillmore
 Pierce
 Buchanan
 Lincoln
 Johnson
 Grant
 Hayes
 Garfield
 Authur
 Cleveland
 Harrison
 Cleveland

McKinley
 Roosevelt
 Taft
 Wilson
 Harding
 Coolidge
 Hoover
 Roosevelt
 Truman
 Eisenhower
 Kennedy
 Johnson

Nixon
 Ford
 Carter
 Reagan
 Bush
 Clinton
 Tiger
 Bobcat
 Wolf
 Bear
 Webelos
 Arrow of Light

HALLEY'S COMET

How easy it is to miscommunicate! This "skit" is a good example.

Select five people to read the parts. Give them identification signs to wear around their necks. Ask them to address their remarks to the proper person.

Pack Activities Chairman to Cubmaster:

Tomorrow evening at approximately 8 p.m., Halley's Comet will be visible in this area, an event which occurs only every 75 years. Ask the pack to assemble out on the ball field in uniform, and I will explain this rare phenomenon to them. In case of rain, we will not be able to see anything, so assemble the pack in the assembly hall and I will show films of it.

Cubmaster to Den leader coach:

By direction of the pack activities chairman, tomorrow at 8 p.m., Halley's Comet will appear above the ball field. If it rains, assemble the pack in uniform, then march them to the assembly hall where the phenomenon will take place, something that occurs only once every 75 years.

Den Leader Coach to Den Leader:

By direction of the pack activities chairman in uniform at 8 p.m. tomorrow evening, the phenomenal Halley's Comet will appear in the ball field. In case of rain at the assembly hall, the Cubmaster will give another direction, something which occurs once every 75 years.

Den Leader to Den Chief:

Tomorrow at 8 p.m., the pack activities chairman will appear in the assembly hall with Halley's Comet, something which happens every 75 years. If it rains, the Cubmaster will direct the comet to the ball field.

Den Chief to Den:

When it rains tomorrow at 8 p.m., the phenomenal 75-year-old pack activities chairman, accompanied by the Cubmaster, will drive his Comet through the assembly hall in uniform.

COMMUNICATION GAME

This is a game that can be played in any den setting, and is instructive for both the boys playing the game and for the rest of the den watching.

Cut identical sets of geometric shapes (various shapes: triangles, squares, rectangles, octagons, etc.) out of different colors of construction paper. Give one set to each of two boys, and set them so they are facing away from each other at two tables, or on the floor.

The first boy is told to arrange his shapes in whatever fashion he chooses. When he has done so, he is told he must now tell the second boy how to arrange his identical set of shapes in the same arrangement. The second boy cannot ask questions or otherwise communicate with the first boy. See how things work out.

The second time, the roles are reversed, with the second boy arranging his shapes any way he wishes. The difference now is that the first boy may ask questions and the second boy may answer them.

A discussion can ensue about the value of questions and answers in effective communication.

NEWSPAPER GAME

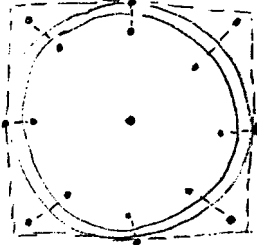
You will need one current newspaper per team. Teams go in corners, each with the same day's issue of a newspaper. On signal, the teams start a search for news items that definitely illustrate the Scout Law. Items are cut out and numbered according to the point of the Law. Team with the most clippings in a given time wins. (Appoint team leaders. The effective team leader will distribute pages among the team members, a good exercise in communication as well as leadership skills.)

THE LIBRARY CHASE

This activity takes some prearranging. The leader needs to go to the library beforehand and select three books for each Scout. Each book should be in a different area of the library and on different subjects. The leader then writes part of the information from the books down on a 3 x 5 card. Omit part of the information, such as the title of the book and only give the subject and author. The Webelos Scout needs to look up the remainder of the information on the library's computer system and bring back the correct book to the leader. First Webelos Scout to bring back all the books on his list is the winner. Award a bookmark or similar incentive as a prize. Make sure they return the books to the correct spot. Follow the librarian's direction.

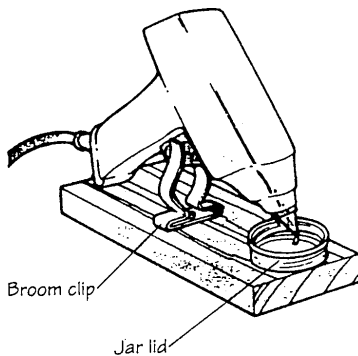
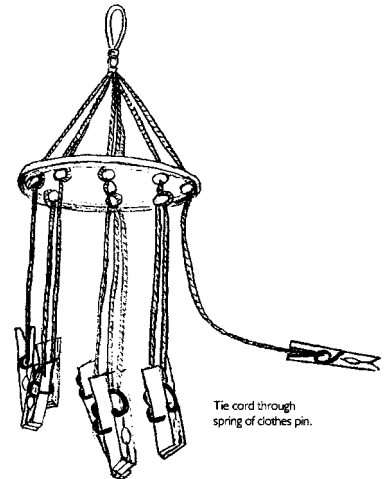
HANDY HANGER

You will need: Clothesline cord (or any cord of similar or better quality). Wood (any kind). Beads. Clothespins. Drill, 3/16".



CUT: 10" diameter circle. Divide into 8 parts (it's easier to measure if you use a square overlay). Drill 8 holes around the outside edges and 1 hole in the middle.

CUT: Four 20" lengths of cord and one 32" length of cord for the middle hole. Thread cord through holes, tie with colored beads and clothespins on each end.



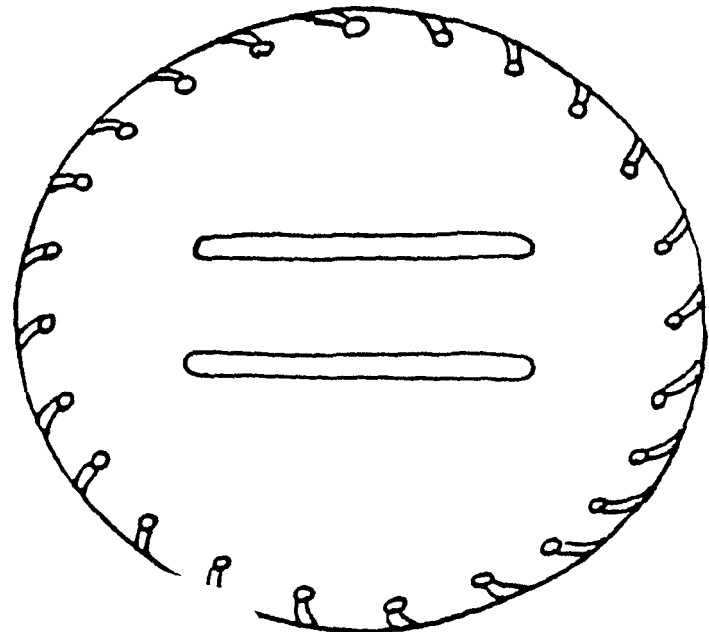
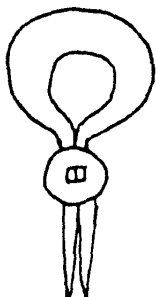
GLUE GUN HOLDER

The hot dripping tip of a glue gun can be a safety hazard, not to mention the mess. To keep it out of harm's way, park the glue gun in this handy holder made by mounting a spring-metal broom clip on a small piece of scrap lumber. To catch the drips, screw a small jar lid to the holder.

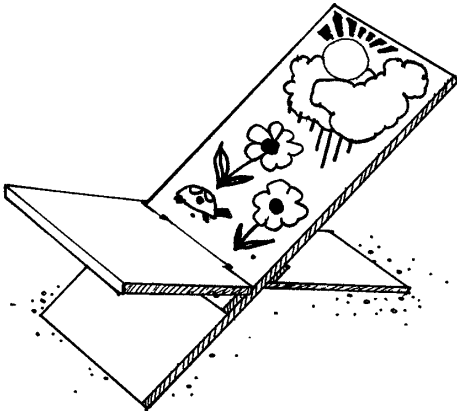
ROUNDER SLIDE

This won't slide down neckerchief.

1. Cut two circles out of leather.
2. Cut 1/2" wide slits.
3. Mark holes for lacing. Punch.
4. Stamp designs if desired.
5. Dye or decorate, if desired.
(Permanent marker works on leather)
6. If you are using tooling leather, apply a coat of protective sheen.
7. Lace. Start and end at the bottom.
8. Neckerchief goes behind and up through the first slit, over and down through the second. This is a tight fit, but it is one of the few that stay in place.



CAMP CHAIR

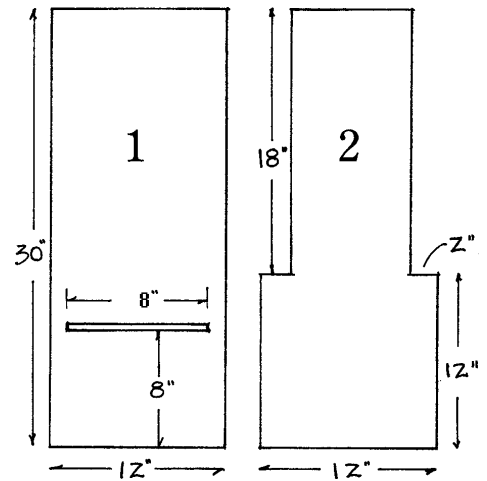


You will need: Two boards 3/4" x 12" x 30". Coping saw. Sandpaper. Screws and screw driver. Hammer.

1. Cut chair back and seat pieces from plywood, following the illustration. To

cutout the slot, first drill a hole in marked area so can put coping saw blade in position to cut.

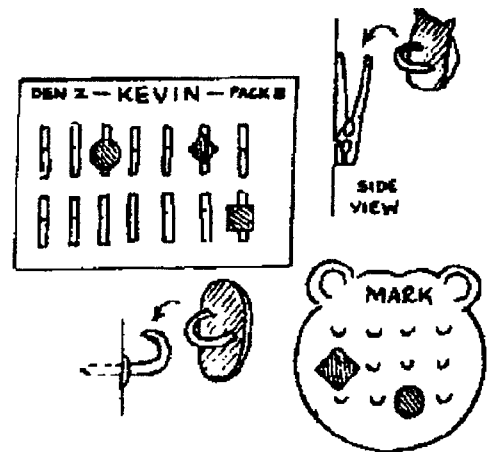
2. Sand smooth.
3. Using the sides cut out of the Piece #2, make two strips 12" long. Screw one of the strips above the slot on the back of the Piece #1, the other below the slot on the front of the same piece.
4. Paint and varnish as desired.
5. Assemble the chair by slipping Piece #2 into the slot in Piece #1.



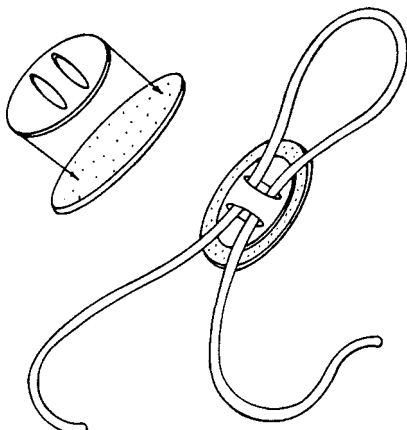
NECKERCHIEF SLIDE HOLDER

You will need: One 12" x 14" square board (1/4" plywood). Metal cup hooks or clothespins. Picture frame hanger. Stain, varnish or paint.

Cut square of wood, or cut design in wood with coping saw. Sand wood if necessary; paint, varnish or stain. When finish is dry, mark places for cup hooks to be screwed in or clothespins glued on. Add picture frame hanger on back so board can be hung on wall.



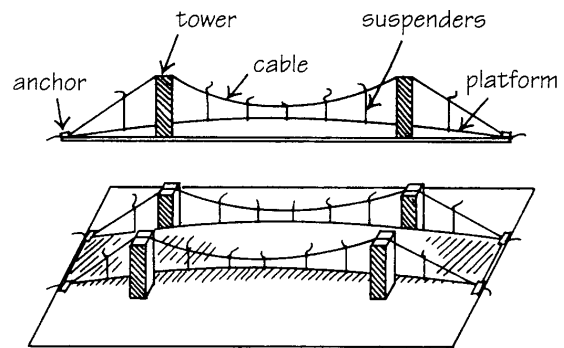
BOLO TIE



Cut a circle or any design (not too narrow) out of leather. Tool or decorate as desired. Cut a smaller piece and make two slots. Glue to the back of the first piece of leather. Run lace or bolo cord through the slots as shown.

HANGING BY A THREAD

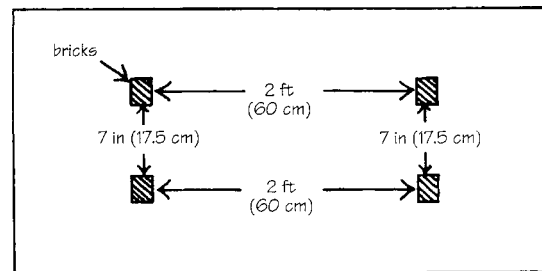
The Maya have long been famous for their buildings, calendars, pottery, art, and language. And bridge building. Recently archaeologists and engineers have discovered the remains of the world's earliest **suspension bridge**. Using computers, videotapes and pictures taken from a plane, the researchers found the bridge in Mexico. This ancient bridge was made from trees, twined plant materials, and masonry. It's hard to believe that the Maya could have built a bridge 590 feet long over 1,200 years ago. Let's see how they did it.



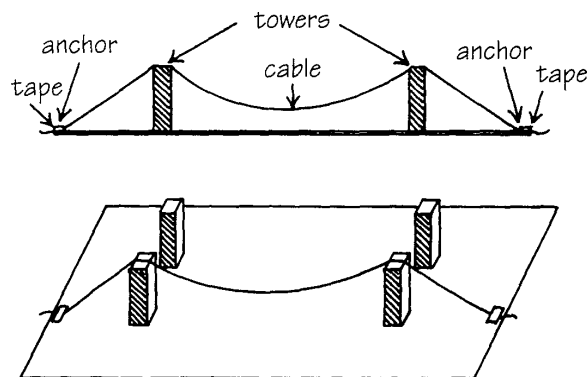
The instruction seems long and complicated, but it isn't. Use illustrations as guide.

You will need: A piece of heavy cardboard 2 feet by 4 feet. 4 bricks or wooden blocks. Yard stick. Large ball of strong string. Duct tape or other heavy tape. Scissors. A piece of lightweight cardboard, 6 inches by 5 feet.

1. Place the heavy piece of cardboard on a firm surface. This is the base for the bridge.
2. Place the 4 bricks on end on the cardboard base so that they form the corners of a rectangle 7 inches wide and 2 feet long. These are the **towers**.
3. Tape one end of the string to one 2-foot edge of the cardboard in line with one of the bricks. This is the **anchor**. Drape the string over the top of the brick, straight across the space between the bricks, and over the opposite brick. Leave enough string so that it hangs down between the bricks about 3 inches. Tape the loose end of the string to the opposite side of the cardboard. This will form the other anchor. Cut the string. The length of string hanging between the bricks is called the **cable**.



4. Do the same thing on the other side of the bridge, using the other two bricks. Make sure this string hangs down the same distance as the first cable. You now have two cables.
5. Carefully slide the lightweight cardboard so it stretches the length of the bridge and lies between the bricks. This will be the **platform**, or roadway.
6. Cut seven 12-inch pieces of string. Tie one end of each piece of string every 4 inches along one of the cables. These are your **suspenders**.
7. Slide each of the suspenders under the lightweight cardboard. Tie the free end of each of the suspenders to the other cable. The suspenders closest to the towers should be longer than those in the middle of the bridge. In the middle of the bridge the platform should be suspended about 3 inches above the cardboard base. Trim the excess string from the suspenders.



8. Now that your platform is hung, gently bend the ends so that they touch the cardboard base. Tape the ends to the base. You now have a road that goes across a suspended bridge.

HANGING BY A THREAD (continued)

What happened:

You have created a suspension bridge. The suspenders take the weight of the platform up to the cables. The cables then carry this weight to the towers and the anchors. The weight of the platform pulls upward on the anchors and downward on the towers. The towers are strong rigid structures, like your bricks, so they can support a lot of weight. The anchors need to be well secured to a firm object (usually land). (Think of the Golden Gate Bridge.)

Suspension bridges use much less material than traditional bridges and can span large distances.

Did You Know?

When it is completed, the longest suspension bridge in the world will be the Messina Bridge in Italy. This bridge will join Calabria (the “toe” of Italy) and the island of Sicily. Its **span** will be 10,892 feet (3,320 m).

FIRE SAFETY QUIZ

1. What should you do to be ready if fire should strike your home?
 - a. Keep pail of water handy.
 - b. Have an escape plan and rehearse it often.
 - c. Be ready to carry out the furniture.
 - d. Have a suitcase packed.

2. In making your escape plan, why should you know two ways out of every room?
 - a. So you can see different parts of the house when you practice.
 - b. In case fire or smoke blocks one escape route.
 - c. To keep people guessing.
 - d. To make home fire drills more fun.

3. If your clothing catches fire, what do you do?
 - a. Run for help.
 - b. Look for water to throw on yourself.
 - c. Roll on the floor or ground, wrapping yourself in a coat, blanket or rug if possible.

4. What should you use for light in a dark closet when there is no light bulb?
 - a. A match.
 - b. A candle.
 - c. A cigarette lighter.
 - d. A flashlight.

5. When you check extension cords in your house, what should you look for? (Choose two)
 - a. Frayed, broken insulation.
 - b. Whether the color matches the wood work.
 - c. Whether they run under rugs.
 - d. Whether the plug is brown or white.

6. If there are small children in your home, you should be especially careful that they not play with these.
 - a. Pile of blankets.
 - b. Matches.
 - c. Tennis balls.
 - d. Pots and pans.

7. In checking around a furnace for fire hazards, you should remove which of these?
 - a. Fishing rods and reels.
 - b. Table.
 - c. Garden tools and aluminum folding chairs.
 - d. Gasoline can, greasy rags and newspapers.

LAUNDRY LIZARD

Boys will probably gripe about doing the laundry. However, when they leave home, they will probably wish they knew how to do it easier and faster, especially when a new white shirt turns pink overnight. The following games can make this a fun activity.

WASH-SORT GAME

The boys may think this is silly at first, but when they get into the competition of sorting laundry before the other team finishes, they have a ball. Gather some “dirty” laundry--clean and enough for the boys to get through in roughly a minute. Mix into two piles having about the same amount of white, colored and delicate items in each. You can add to the fun by including something that must be dry cleaned so that the boys must read the labels to properly sort things. Also, put some pens and/or papers into pockets for even more reality. Split the den into two teams. First team to sort properly wins. You may want to time each of the boys individually for another variation.

FOLD-EM GAME

When you get done sorting the laundry, you may want to do the fold-em game. It’s just that...fold each item neatly. First team done is the winner.

WASH-EM GAME

You will want to have the boys help do this for real. Since everyone will have a vested interest in the outcome of how this laundry is done, you will want to make this a special laundry day!

FEELINGS

Use this pre-opener to lead into a discussion about various feelings. Relate this to the family with questions such as: When someone in your family is feeling sad, what can you do to make them feel better? If your little brother or sister is afraid of the dark, what could you do to make him/her less scared? How does it affect your family when you are feeling angry?

VERY IMPORTANT WORDS

Six very important words.	I admit I made a mistake.
Five very important words.	You did a great job.
Four very important words.	What is your opinion?
Three very important words.	You’re very welcome.
Two very important words.	Thank you.
One important word.	Please.

Can you think of other important words?

SUBSTANCE ABUSE

The following is a simple list of effects of smoking, drugs, and alcohol. Let it lead into a discussion. Remember, not all drugs are dangerous. Be sure that boys realize that prescription drugs administered by a doctor or parent is all right.

SMOKING Hair and clothes smell bad
 Bad breath
 Smoke irritates eyes
 Inability to breathe deeply
 Stains teeth and fingers
 Cancer of mouth, throat, lungs
 Heart disease
 Cost

ALCOHOL Interfere with memory
 Perception distorted
 Do bad in school
 Personality changes
 Addictive
 Damages to heart, kidneys, and liver
 Brain damage, unconsciousness, death
 Cost

DRUGS Moodiness
 Irritability. A short temper
 Sudden changes in behavior
 Unreasonable bursts of anger
 A need to be alone much of the time
 A change of friends, especially ones who are not as nice, respectable, or likable as his or her former friends
 Falling grades in school, and truancy, esp. for a formerly good and reliable student
 Irregular eating habits and loss of appetite
 Memory lapses and even “blacking out” episodes
 The discovery of drug paraphernalia, and even such things as matches when he or she is a nonsmoker
 A disinterest in things he or she liked before, such as sports, reading, Scouting, etc.
 Defensive behavior, such as getting angry at normal questions
 Sleeping more than usual. Changes in sleep patterns. Not sleeping at night
 Dilated (very large) pupils in the eyes, unsteady walking, other signs of physical difference
 Dishonesty, such as repeated lies about where he or she is going, whom he or she is seeing, and stealing money or selling objects from home and elsewhere.

While some or all of these signs might be an indication of other problems, or nothing too serious at all, all of them are worth investigating.

BEAN BAG ACTIVITIES

Bean bags improve the throwing and catching skills, besides being fun. They teach eye focus, weight transfer and follow through.

Provide each boy in your den with a bean bag. Try the following activities. Call out the commands.

1. Toss up and catch. Use one hand. Use both hands. Use the back of your hands.
2. Toss overhand from one side to the other.
3. Toss up, turn and catch.
4. Toss up, turn completely around and catch.
5. Toss up, touch the floor and catch.
6. Toss up, clap hands and catch.
7. Toss up, clap hands behind back and catch.
8. Toss forward, run and catch.
9. Toss over head, catch behind your back.
10. Toss from behind your back, catch in front.
11. Stand, throw up, sit and catch.
12. Sit, throw up, stand and catch.

FEET ACTIVITIES

1. Balance bean bag on instep of foot. Hop, walk.
2. Swing leg forward and back with bag balanced.
3. Toss to yourself from your foot.
4. Toss to your neighbor from your foot.
5. Place bean bag on your feet. With both feet together, jump up and catch with your hands.

BALANCING ACTIVITY

1. Balance bean bag on your head.
2. While balancing, walk, run, hop, skip, without losing bag.
3. While balancing, sit down, get up, lie down, get up, without losing bag.

Note: You can make an instant bean bag. Half fill a child's sock with beans, tie with a rubber band, turn the top back over the beanbag.

FORESTER

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

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

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

DID YOU KNOW

The bark of a tree can be very thin or very thick. The bark of the birch tree may be only 1/4" thick, while the bark of the giant sequoia can be as thick as 2 feet.

The slippery elm was "responsible" for the spitball. The spitball was a tricky pitch thrown by baseball pitchers in the days that Babe Ruth played. Pitchers would chew slippery elm seeds, then rub the liquid onto the baseball. The resulting pitch was very hard to hit.

A large leafy tree may take up as much as a ton of water from the soil each day.

Every year in the United States, each person uses enough tree products to make a tree about 11 feet tall and 16 inches in diameter.

Almost one-third of the earth's total land area is covered by forest.

The tallest redwood ever measured was 367 feet tall. That's 62 feet taller than the Statue of Liberty.

There are about 25,000 different types of trees in the world, not counting subspecies.

Although they may be found all over the world, serious wood collectors number only in the hundreds. Most pursue their hobby on their own, but, in 1947, the International Wood Collectors' Society was founded with members from most of the states and a few from overseas. One of the activities is swapping specimens by mail.

IDENTIFY SOME TREES WITHOUT LEAVES

Trees have very distinctive silhouettes (with and without their leaves). Many guide books include tiny silhouettes to help you identify the trees. Trees come in all shapes and sizes, just like people! The bark also differs considerably from tree to tree, and from young to old. Again, like people the bark of young trees is smooth and even; older trees have rough and wrinkly looking bark.

Buds offer many clues, too. Before trees even lose their leaves in autumn, they are preparing for the new leaves that will clothe them the following spring. Each bud is protected by scaled covering, or fuzzy hairs. There is much variation from tree to tree.

BARK RUBBING

You will need: A tree. A piece of paper. Masking tape. A crayon.

1. Find an interesting patch of bark, and tape the paper over it.
2. Holding the crayon flat side against the tree, rub up and down over the paper, pressing firmly.
3. Keep coloring until you get an interesting pattern.
4. Mark on the paper the date, location, name of the tree, if known. Collect tree rubbings.

MAGNIFYING GLASS

Take your magnifying glass on your Forester field trip. Look at the bark real close. What do you see. Is bark really different from tree to tree? How about leaves? Young leaves and old leaves? Look at the brown spot on a old leaf. Can you find a leaf that is almost see through? How do those veins look? Examine the fruits, flowers and seeds of the trees too. (Leader: Many boys are fascinated by experimenting with concentrating sunlight with their magnifying glass. Please talk to them about the danger of forest fire.)

NATURE TRAIL AND RANGERS

Many county and state parks have excellent nature trails and some like Uvas Canyon County Park provide material you can use on a self-guided tour. If you make a request ahead of time, many rangers will talk to the boys about trees and nature. I have listened to many rangers' talks at various parks with different groups of children in the last several years and I cannot recollect an occasion that children didn't enjoy the talk.

LIKE A ROCK
(A Geologist's Quiz)

Use these words to fill in the blanks below.

Volcanoes
Mountains
Geologist's hammer
Magnifier
Sedimentary rock
Chisel

Igneous rock
Safety glasses
geysers
Fossils
Earthquake
Metamorphic rock

_____ and _____
Rock made by the cooling of magma; not layered; examples are granite and basalt.

Sediment that under great pressure becomes rock; it is layered; examples are sandstone, shale and conglomerate.

Baked rock or rock that has changed form; examples are marble and quartzite.

Used to pull rocks out of the hillside and for breaking them apart.

Used with a hammer to chip stone as well as for digging things loose.

These help protect eyes while digging and exploring.

This is a special type of glass that is used to make things appear larger so they can be examined more closely.

Holes in the ground through which streams of melted rock pour out of the earth; may form into a mountain peak.

Steam and boiling water that is blown into the air.

Rocks in one area (under great pressure from the rocks) that crack together and cause the phenomenon of "shaking" earth.

This land feature can be formed by volcanic action, erosion, or by uplift.

A trace of animal or plant life from millions of years ago that has hardened into rock.

WHICH DOESN'T BELONG?

Questions:

1. Granite, marble, basalt, pumice
2. Shale, marble, slate, gneiss
3. Silicon, aluminum, iron, uranium
4. Sandstone, shale, limestone, basalt
5. Volcano, glacier, faulting, earthquake

Answers:

1. Marble is not an igneous rock.
2. Shale is not a metamorphic rock.
3. Uranium is not one of the common elements forming the earth's crust.
4. Basalt is not a sedimentary rock.
5. Glacier is not a constructional force.

MINERAL TREASURE HUNT

(A Game)

After the den has learned to recognize a number of varieties of rocks and gem stones, hide a good selection, ten or more, around the meeting place. Provide the boys with pencil and paper, and have them search for a given time. They should not let others know where or what they have found. As you read off the master list, retrieve the rock and show it. The boys with the most correct list will be the winner. Be sure to include one or two "toughies" for those who need a real challenge.

NUGGETS IN THE BAG

(A Game)

The Webelos leader puts a counted number (known only to him/her) of different sized rocks in a cloth draw-string bag. Each boy is given the bag for 15 seconds (he cannot open the bag), then passes it to the next boy. When all the boys have examined the bag, it is returned to the leader. The boys write the number of rocks they guess are in the bag on a slip of paper, and the boy who is closest then takes his turn as the one who puts in a certain number of nuggets, and the game continues.

KING OF THE MOUNTAIN

(A Game)

Draw a large circle on the ground. One boy is King of the Mountain and stands in the circle. Others must remove the King from the circle to become the next King.

GEOLOGIST FIELD TRIPS

Los Gatos Art and Natural Science Museum

Downstairs has rocks, fossils and natural history exhibit of the area.
Docent-conducted tours are available.

Youth Science Institute - Sanborn Discovery Center

Sanborn-Skyline County Park

They are expanding their "rock collection" exhibit.

Alum Rock Park, San Jose.

TOOL CADDY

Your Webelos Scouts can have a tool caddy to accompany them on their next fix-up. If desired, a larger version could be done with 3 pound coffee cans.

You will need: 8 cleaned empty cans (make sure edges are not sharp). Handles (cupboard door or drawer pull, check the hardware store for mis-matched extras). Metal screws. 2 x 4 cut the length of your cans. Screwdriver.

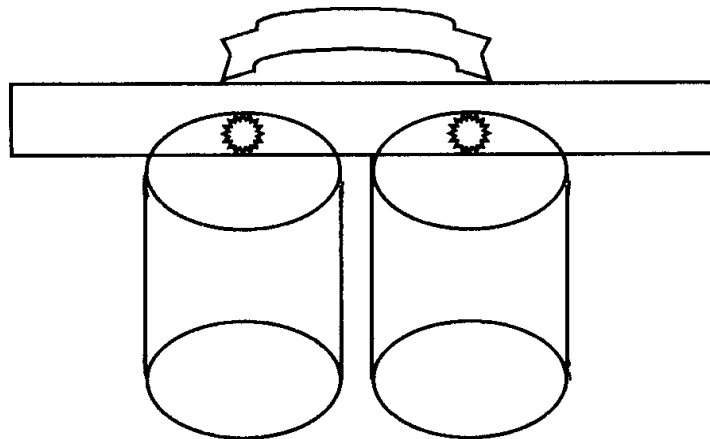
1. Set your eight cans out in two rows of four.
2. Mark your 2 x 4 and cut the size to fit between the rows of cans.
3. Next set your cans up next to the 2 x 4 and mark a spot inside to screw them to the board.
Depending on the expertise of your Webelos Scouts, have them drill through the can into the board.
4. Use metal screws to screw the cans to the board.
5. Attach a handle to the top of the 2 x 4.

NAIL HOLDER:

Use a plastic liter soda bottle bottom to hold nails and screws in your tool caddy.

STRING CADDY:

Use a coffee can or a can with a plastic lid. Cut an "X" in the top of the lid and insert string. The string does not become tangled and is pulled through the "x". This could be one of the cans used in the tool caddy.

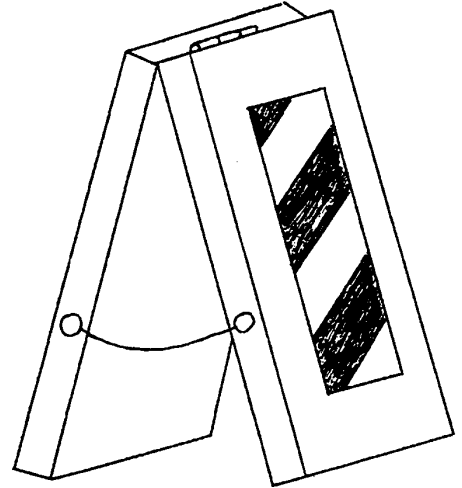
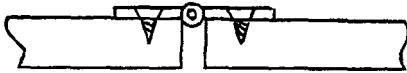


EMERGENCY SIGNAL

Mark off your work area with some of these signals.

You will need: Scrap wood (1" x 4" x 16" to 20"). One 1/2" hinge with screws. Reflector tape or reflectors. Tacks. Heavy string. #3 finish nails or awl.

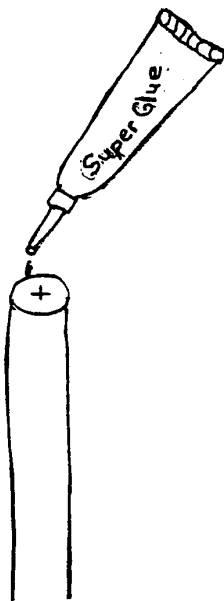
1. Cut wood into two equal lengths.
2. Screw hinge to top of both boards. (Use awl or finish nails for starter holes for screws.)
3. Hammer tacks in sides for keeper string.



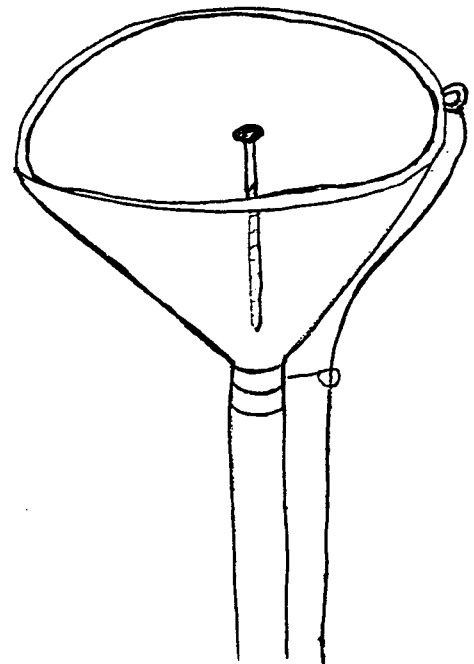
LIGHT BULB CHANGER

This tool is easy to make and is very useful for Mom and Dad when changing troublesome recessed light bulbs or hard to reach light bulbs.

You will need: One 3/8" x 12" wooden dowel. One medium sized suction cup. Super glue. One 3d box nail. One piece of string 13" long. One screw eye.



1. Drill a hole 1/2" deep in the center of one end of the dowel. This will prevent the dowel from splitting from the nail.
2. Place two small drops of super glue on the drilled end of the dowel.
3. Piece the small flat end of suction cup on the glued dowel.
4. Locate the center of the suction cup and align it with the drilled hole, hammer in the box nail.
5. Attach the string to the suction cup.
6. Screw in screw eye at top of the dowel and feed string through.



OUTDOOR OBSERVATION

Following is a list of things you can ask boys on a hike or at an outdoor meeting.

1. What is the farthest thing you can see from here?
2. Find a seed that floats in the breeze.
3. Find a seed with wings.
4. Find a seed that sticks to you.
5. Find 3 things made by man.
6. Listen! Do you hear a bird? Is it a cricket? Is it a distant car? What do you hear?
7. Can you find 2 things that are white or any color besides green and brown?
8. Look at moss through a magnifying glass.
9. Find a picture in the clouds.
10. How many different shapes of leaves can you find?
(Oval, long, heart-shaped, smooth edged, etc.)

MOTHER NATURE'S HOUSING DEVELOPMENTS

(An Outdoor Observation Game)

People don't build homes in parks, but many creatures do. How many animal homes can your den find? Look for bird nests, cliff or barn swallows' nests, squirrel nests, cocoons, insect galls, spider webs, paper wasps nests, mud dauber wasps' nests, gopher's holes. It's fair to count the evidence of homes, too, such as the little mud casts made by earthworms and a long raised mound across a lawn made by a burrowing mole. A hollow tree might be the home of several animals: woodpeckers, owls, bats, or mice. If your park has a pond, look for mud chimneys of crayfish built near the shore. Award a prize to the one who finds the most animal homes. Remind the boys not to remove or destroy these animal homes. Caution the boys not to stick their hands in a hole they cannot clearly see inside.

NATURE GAMES FOR DEN MEETING

NAME AND TELL

Form a circle. First boy names a natural object beginning with the letter A and tells one thing about it. Next boy names a B object and tells one thing about it. Continue around the circle through the alphabet. Examples: A is for air; we breathe it. B is for birds; they fly. C is for clouds; they carry rain.

MIXER NATURE GAME

Have a list of familiar birds, animals, trees or insects and write the name of each on a card. Each week pin a card from one of these groups to the back of each Webelos Scout as he enters the meeting. Each boy must guess who he is by asking questions that can be answered with a yes or no. When he has successfully guessed, the card is then pinned to the front of his chest.

INSECTS

Insects can be very interesting to watch, easy to find, and many are very easy to care for in a “zoo.” Just remember that like all living things they need food, water, air, and shelter. Most insects really don’t notice you if you move slowly and avoid casting a shadow near them. They spend most of their lives just looking for food, so the best place to find them is near a food source, such as leaves, flowers, in the grass, or in the dirt. Notice the varied markings--some are bright, others dull. How many wings does the insect have - some have “covers” like ladybugs and beetles, while others are nearly transparent like dragonflies. Both moths and butterflies have very pretty and complicated wing patterns. How many different kinds of insects can you find? If you should find a dead insect like a bee or moth or fly, put it in a clear plastic box or pill bottle, where it is easy to inspect without trying to handle it.

BINOCULAR PONCHO

There’s nothing worse than being rained on when your are out of doors. Your feet get wet, your head gets wet...even your binoculars get wet. This binocular poncho puts an end to wet binoculars.

You will need: A circular piece of heavy plastic large enough to cover the binoculars when hung around your neck (If you have thin soft leather, it will make an attractive poncho). Scissors.
Binoculars with neck strap.

1. Cut two holes in the plastic to match up with the neck strap hooks on your binoculars.
2. Thread the neck strap through the holes and then hook it back onto your binoculars .
3. The poncho will hang down, covering the binoculars when they are not being used. When you want to use them, simply flip back the poncho.

KNIFECRAFT - FUZZ STICK

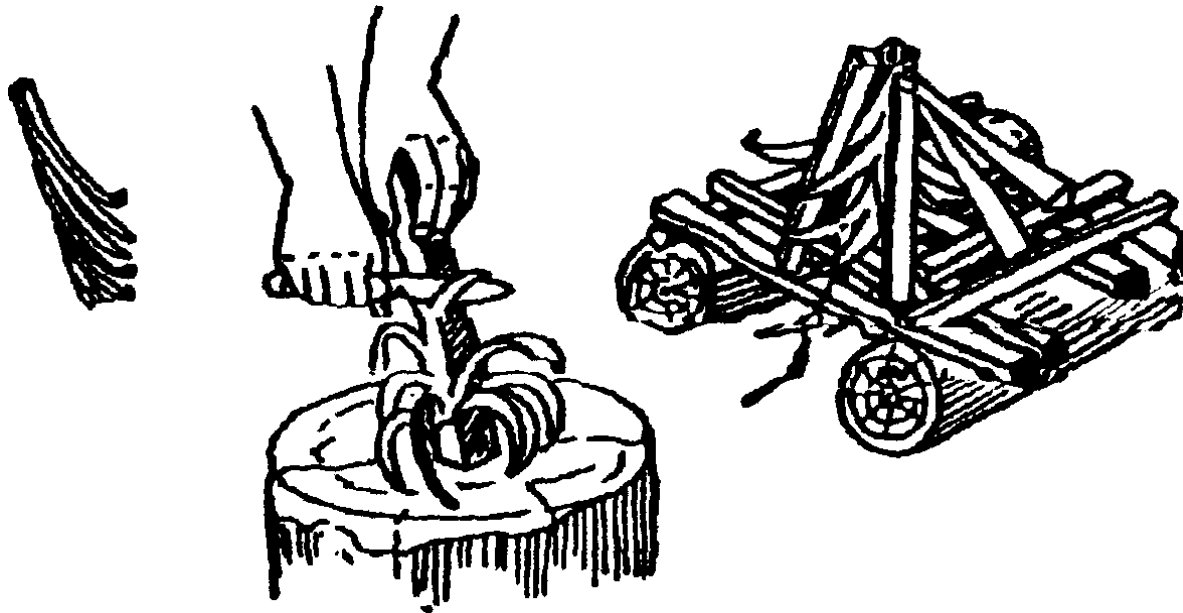
A good sharp knife and skill in handling it will make a camper's life easier - and more fun. Making shavings and fuzz sticks for starting fires is a test of both skill and knife care. Shavings may be made from any stick picked up at the cook-out site to make the simplest, most effective tinder. When shavings are left on the stick the product is called a fuzz stick.

Small fuzz sticks are made from a short stick, with five to ten shavings made on one side; the small fuzz sticks are piled one on top of another to make the base of a fire. A craftsman's fuzz stick will be larger, with shavings on the stick all around and a pointed end to stand the fuzz stick in the ground. With kindling piled around the fuzz stick, fire building is simple. Fuzz sticks are especially good to make when wood is damp or wet, as the inside of the stick is always drier than the outside.

You will need: Piece of soft wood (pine kindling, etc.) about 10 inches long, one inch diameter and without knots.

1. Hold top of stick with one hand and brace it against a bench, stump, or whittling board.
2. Cut long, slim shavings down the length of the stick (avoid short, thick ones.) Cut into wood at bottom, to keep from cutting shavings off, and draw knife out at bottom of stroke.
3. Turn stick as work progresses, making shavings evenly on all sides.
4. Point end of top of stick so it will stand in the ground.

Swedish craftsmen use this technique in making intricate trees, crosses, and animals for Christmas decorations. Southern mountain craftsmen make roosters of twigs, making the tails like a fuzz stick. Camp craftsmen can explore these same activities for favors or ornaments.



MINIATURE KNOT BOARD SLIDE

Here's a neckerchief slide that shows off some of the basic Scouting knots.

The base is 1/4" birch plywood.

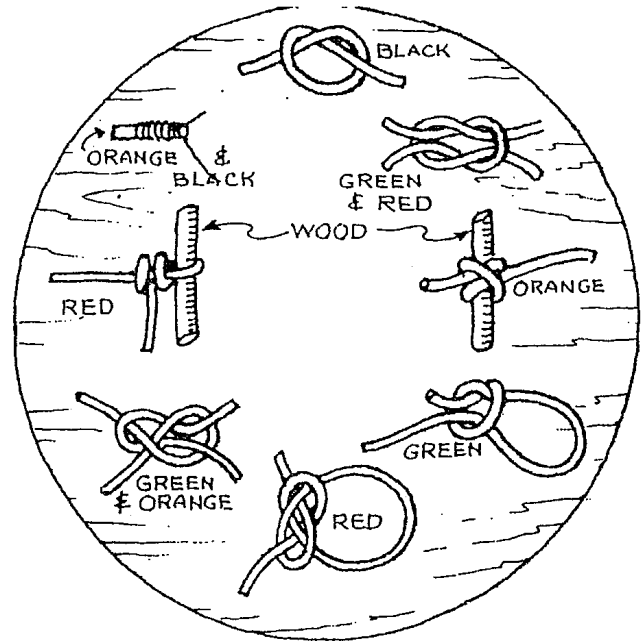
The "ropes" are of various colors of insulated copper wire about 1/16" in diameter.

4 or 5 colors are all you need.

Print the name of each knot on paper and glue the small label next to each knot

Place the knots and the labels carefully in position on the board. Then with tweezers lift up one piece at a time, apply glue and set it back in place.

After the glue is dry, coat the entire slide with shellac, if desired.



KNOTS GALORE

Give the team captains a 24-inch length of rope. At a signal, the captains tie a knot at one end of the rope; and second player ties a knot near the first, and so on down the line. There should be a knot for every player on the team. After all knots are tied and number checked, it goes down the line again, with each player untying a knot until the rope is returned to its original condition.

KNOTTING CIRCLE

Webelos Scouts form a circle facing inward with their hands behind them. "It" walks around the outside of the circle, places a rope in someone's hands, yells the name of a knot, then speeds off around the circle. If the recipient succeeds in tying the knot correctly before "It" comes back, "It" must proceed again. Otherwise, recipient becomes "It" and previous "It" takes his place in the circle.

KNOT TRAIL

Tie several pieces of rope of varying thickness together, using several different knots (square knot, sheet bend, bowline, two half hitches, etc.). You may use a knot more than once. Tie one end of the rope to a tree with a clove hitch, the other end to another tree with a taut-line hitch. Ask each Webelos Scout to walk silently along the rope from one tree to the other and back. Then each boy makes a list of the knots used in the correct order.

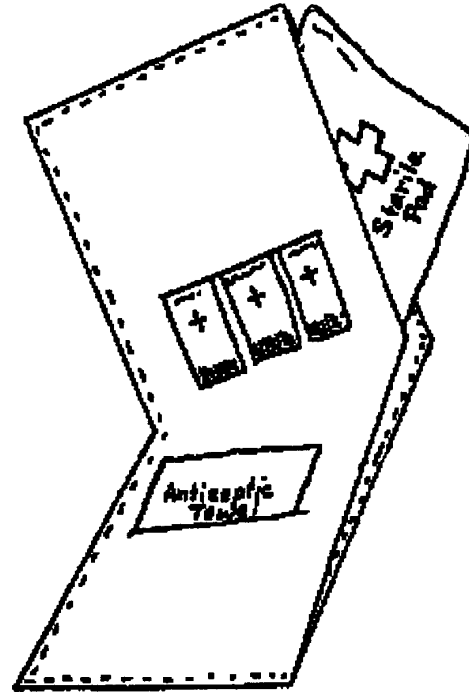
WALLET FIRST AID KIT

Use a nylon wallet (one of those bright wallets, often comes with Velcro, for example).

With a red marker draw on the wallet a red cross.

Put in the wallet Band-Aids (different sizes), gauze pad (2" x 2"), antiseptic swabs, safety pins, for example.

Cut a credit-card shaped piece out of stiff paper. On it write your name, address, emergency contact number, and personal information like your birth date, allergies and blood type. On the back, tape 35 cents for an emergency phone call. (You do not have to pay for a 9-1-1 call.)



SOAP LEAVES

Soak a paper towel in a solution of 50% liquid soap and 50% water.

Lay out to dry.

Cut into 2" x 3" strips and staple together.

They can be used to wash up when you don't have a bar of soap handy. One leaf at a time is enough. Put them in a small plastic bag and keep them in a first aid kit.

MATCH STICK PULSE METER

Your pulse can be converted to a visual display. You can easily make this pulse watching device with a bit of clay and a match stick.

1. Roll a ball of clay about the size of a dime.
2. Stick a wooden match in it.
3. Place the clay and match stick on the inside of your wrist and watch the stick move in reaction to your heart beat. Move it around until you find the strongest beat.
4. Impress your friends, tell them you have made a device to test cardiac beat frequency. Try it out on them.

BIKE COURTESY

Now that the bicycle is recognized as a vehicle and not a toy, every rider is a driver and is expected to conduct his actions as a good citizen should.

This is essentially the Golden Rule in action and can make cycling safer and more enjoyable for all, thus helping bicyclists retain a favorable public image.

Show courtesy to fellow cyclists by:

- Not riding too close
- Giving hand signals
- Pointing out broken glass, grates, and other road hazards
- Aiding a cyclist having troubles
- Warning of your approach, for example, by saying "passing on your left"
- Not leaving novices behind

Show courtesy to motorists by:

- Not hogging the road
- Obeying all stop signs and traffic lights
- Giving hand signals
- Riding in a straight line with other vehicles
- Giving motor vehicles a wide berth and not driving all over the road
- Getting all bikes off the roadway when you stop for a break

Show courtesy to the public by

- Giving pedestrians a wide berth.
- Not blocking doorways or gas station entrances with your bicycle
- Not parking your bike against plate glass windows
- Not taking short cuts across lawns or private property
- Greeting people along the way with a smile and a wave and "Good morning" or "Good Afternoon."

SCHOLAR

This activity badge offers the Webelos Den Leader a very good opportunity to influence the lives of the boys in his den. In the process of working on this activity badge he can inter-relate with the boys to encourage good study habits and to stress to each boy on an individual basis the importance of a good education.

Here are some ideas to help you in your den activities.

1. Discuss the history of the schools in your area. If there is an older school in your community, you could research the history of the school. Who founded it? Who is it named after? And Why?
2. Invite a retired teacher to talk to the boys about the changes that have occurred in the education system since they were teaching. Also have the teacher discuss the differences in the material being taught when they were Webelos age. Does the teacher have any old textbooks to show to the boys?
3. For den meeting, find out where the Board of Education is meeting and when and make arrangements to have the Webelos Den attend part of the meeting so that the boys will have a first hand look at how school policy problems are handled.
4. Invite the principal of your local school to attend a Den Meeting or make an appointment to meet at the school and have him discuss the importance of a good education for success in life. Also have him discuss what opportunities for employment are available in the education field and what would be necessary to prepare for a career in this field. (Even if the boys know the principal at school, meeting him after school as Cub Scouts gives them a special feeling.)
5. Prepare a large chart of the school system, showing where the children fit in both as students and helpers. Display this at the pack meeting. You may want to contact the Educational Service center for information about the education chain of command in your area.
6. Have a panel discussion with the boys about the current problems facing the school system. Examples for discussion may be year-round school, split session, no sports program, teacher salaries, problems with lesson material, and so on.
7. Plant flowers or trees around the school.
8. Help the custodian set up the meeting room for the PTA or other special program at the school.
9. Raise or retire the flag at school for a few weeks.
10. Contact the High School and locate a foreign exchange student and invite them to talk about the differences in the educational systems of our country as compared to theirs.

HOMEWORK HOW-TOS

1. Set a definite study time each school day. Your study period should have a start and an end time. If you finish before time is up, review. Take a break from school before you begin your homework. It's O.K. to schedule one or more short breaks in your study period.
2. Find a proper place for studying...away from the TV, stereo, and other distractions. You need a place to write and adequate light.
3. Be prepared before you start. Gather all materials needed to complete your assignments. Pencils, sharpener, eraser, and paper for younger students. Older students may need a pen, ruler, dictionary, graph paper, calculator, and more.
4. Get organized. For starters, a notebook with dividers for different subjects and pockets for loose papers could make a big difference.
5. Make a daily list of homework assignments - check it at the end of the school day - make sure you take all necessary materials home. If necessary show your teacher your assignment sheet before you leave for home to make sure you've got it all right.
6. Work backwards to plan for long-range assignments. Record due dates on a special blank calendar...then write in what needs to be done each day/week to complete the assignment on time. Work backwards - if a short paper is due Monday - the last step is writing the final draft. Estimate when the first draft must be completed, including time for revisions and the final draft. Next estimate when to start writing the outline for the first draft. Last, when to start reading and note-taking.
7. Start the most difficult assignment when you are most alert. Save easier tasks for off-peak times, and tackle more difficult assignments during your sharpest time. (Try using an easier assignment as a break from a more difficult one.)
8. Get your feet wet...then plunge in! Start a big project at the easiest part, or schedule just a 10 or 15 minute work session for starters. Even getting together all the supplies you'll need is a start.

SCHOOLDAYS WORD FIND

- | | |
|----------------|----------------|
| Algebra | Laboratory |
| Assembly | Lesson |
| Auditorium | Literature |
| Biology | Locker |
| Chemistry | Report |
| Education | Social Studies |
| Geometry | Teacher |
| Gymnasium | Term Paper |
| Home Economics | Test |
| Homework | Textbook |

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

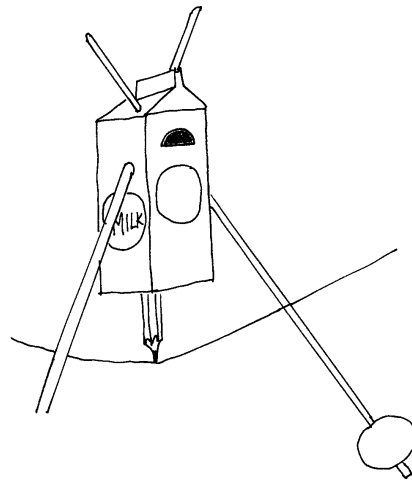
BALANCING TOYS

Balance is a tricky business. The balls act as weights, which must be heavy enough and placed far enough below the center of gravity to hold the box on the string or your finger. That’s how the tightrope walker performs such miracles.

MILK CARTON BALANCER

You will need: Milk carton. 2 thin sticks. 2 balls of modeling clay. Pencil.

Build balancer as shown.
Poise it on a taut string.
Make adjustments if necessary.

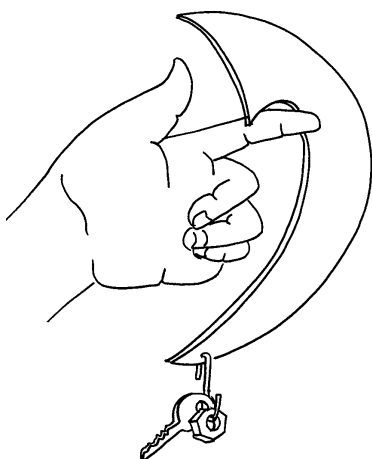
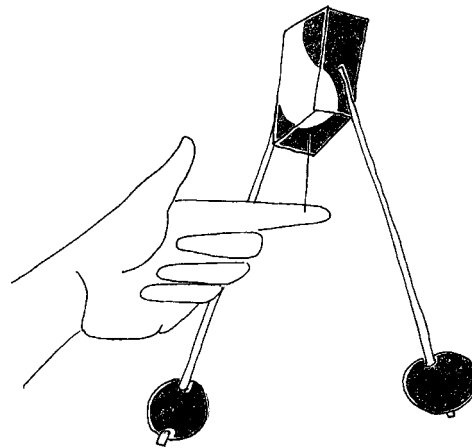


BLOCK BALANCER

You will need: Block of wood and drill (or block of Styrofoam). 2 thin sticks. 2 balls of modeling clay. Pin or nail.

1. Drill 2 holes in block of wood at an angle to hold sticks or poke sticks into block of styrofoam (glue them if they’re loose). Note the angle of the balancing arms; it’s important--not too wide and not too steep.
2. Center the pivotal pin or nail.
3. Attach clay balls to ends of sticks, heavy enough to act as weights. Squeeze them tight so they won’t fall off.

The block should balance so well on your finger that you could run without it falling off.



BALANCING MOON

You will need: Heavy cardboard and scissors (or wood, saw, and drill). Crayons or markers. Paper clip. Keys, nuts, and lead weights.

1. Draw the half-moon shape shown here.
2. Cut shape out.
3. Make a hole for weight hook at bottom.
4. Bend paper clip into hook shape, and attach it.
5. Put weights on hook until you achieve balance.

See what else you can make out of this basic half-moon shape.

THE EARTH'S MAGNETIC FIELD

Hold a soft iron bar pointing to the north and sloping downwards, and hammer it several times. It will become slightly magnetic.

The earth is surrounded by magnetic field lines, which meet the earth in Great Britain and North America at an angle between 60 and 80 degrees. When the iron is hammered, its magnetic particles are affected by the earth's magnetic field lines and point to the north. In a similar way, tools sometimes become magnetic for no apparent reason. If you hold a magnetized bar in an east-west direction and hammer it, it loses its magnetism,

MAGNETIC OR NOT?

Many iron and steel objects are magnetized without one's realizing it. You can detect this magnetism with a compass.

If a rod is magnetized, it must, like the compass needle, have a north and south pole. Since two unlike poles attract and two like poles repel, one pole of the needle will be attracted to the end of the bar and the other repelled. If the bar is not magnetized, both poles of the needle are attracted to the end.

DIP TO THE POLE

Magnetize two steel pins so that their points attract each other strongly. Push them into the ends of a piece of foam plastic about as thick as a pencil and balance this by means of a sewing needle over two tumblers (by shifting the pins and pulling off pieces of plastic.) If you allow this compass to swing in a north-south direction, it will come to rest with the end facing north sloping downwards.

The compass needle comes to rest parallel to the magnetic field lines which span the earth from pole to pole. The deviation (dip) from the horizontal is 67 degrees in London, 72 in New York, 60 in Los Angeles and at the magnetic poles of the earth 90 degrees.

FIELD LINES

Lay a sheet of drawing paper over a magnet, and scatter iron filings on it. Tap the paper lightly, and a pattern forms.

The filings form into curved lines and show the direction of the magnetic force. You can make the pattern permanent. Dip the paper into melted candle wax and let it cool. Scatter the iron filings on it. If you hold a hot iron over the paper after the formation of the magnetic field pattern, it will be fixed. (An adult should use the iron.)

COMPASS NEEDLE

Stroke a sewing needle with a magnet until it is magnetized and push it through a cork disk. Put the needle into a transparent plastic lid containing water and it turns in a north-South direction. Stick a paper compass card under the lid.

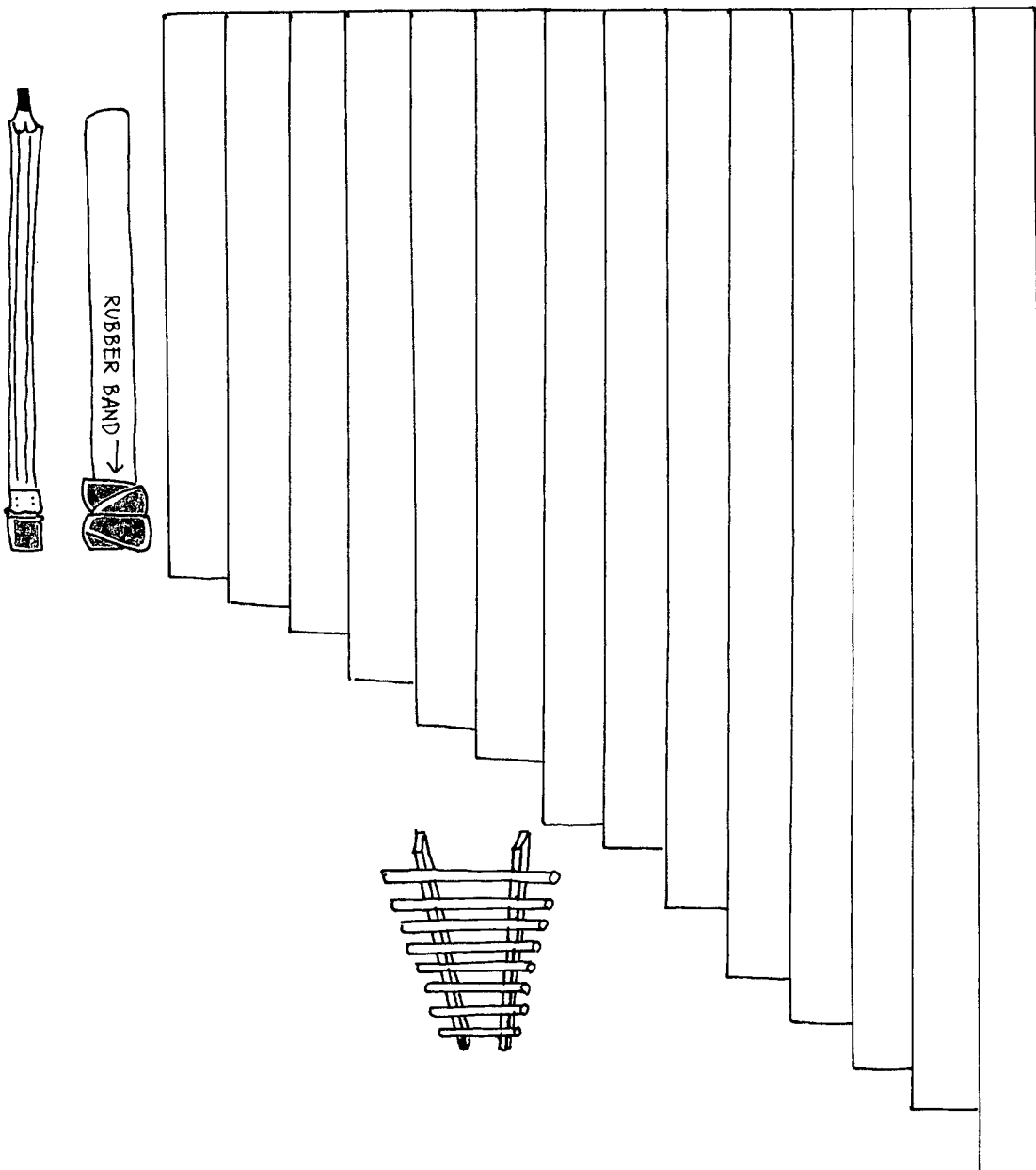
The needle points towards the magnetic north pole of the earth. This lies in North Canada, and is not to be confused with the geographical North Pole, around which our earth rotates. The deviation (declination) of the magnetic needle from the true north is 8 degrees in London and 15 in New York (in a westerly direction) and 1 in Chicago and 15 in Los Angeles (in an easterly direction).

XYLOPHONE

Good xylophones are expensive, but you shall have music!

You will need: 7/8" or 3/4" diameter copper or steel electrician's pipe (available at a hardware store or lumber yard). Hacksaw or pipe cutter. 2 strips of rubber or fabric. Glue. 2 Strips of wood. Pencil or dowel. Rubber band.

1. Cut pipe lengths with hacksaw or pipe cutter using the proportions shown.
2. Glue rubber or fabric to 2 strips of wood, and lay pipes across wood strips. Or just lay them across 2 belts.
3. A pencil with a rubber band wrapper around the eraser end (or a dowel with a rubberband around one end) makes a good hammer.



MUSICAL INSTRUMENT SEARCH

The names of the 22 musical instruments listed below are hidden in the grid of letters. Look across, back, down, up, and diagonally in the letters, and circle each instrument you discover.

When you've circled all the instruments, write the *unused* letters from the grid in the blank space at the bottom. Keep the letters in order, from left to right and from top to bottom, and you'll discover the answer to this riddle. WHY DID THE BOY PUT HIS HEAD ON THE PIANO?

```

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

- | | | |
|-----------|-----------------|------------|
| ACCORDION | GUITAR | PIANO |
| BANJO | HARMONICA | PICCOLO |
| BUGLE | HARP | TAMBOURINE |
| CORNET | HORN | TRUMPET |
| DRUM | KAZOO | TUBA |
| FIFE | MANDOLIN | VIOLIN |
| FLUTE | OBOE | ZITHER |
| | ORGAN | |

RIDDLE ANSWER: _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
 _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ .

SPORTS UNSCRAMBLE

LABLTKEBBA
 WLGIOBN
 LLBBAASE
 HISNGFI
 CKYHOE
 LFGO
 NGIKIS
 BTELA NESNTI

Answers: basketball, bowling, baseball, fishing, hockey, golf, skiing, table tennis

SPORTS QUIZ

See how many terms you can match with the game it belongs to:

- | | |
|------------------|-------------------|
| 1. Spare | a. Hockey |
| 2. Shell | b. Trap-shooting |
| 3. Shuttlecock | c. Boxing |
| 4. Fairway | d. Bowling |
| 5. Slalom | e. Polo |
| 6. Double fault | f. Skiing |
| 7. Eight-Ball | g. Basketball |
| 8. Chukker | h. Archery |
| 9. Clay Pigeon | i. Boating |
| 10. Technical KO | j. Football |
| 11. Jump Shot | k. Baseball |
| 12. Puck | l. Figure Skating |
| 13. Double Play | m. Tennis |
| 14. Figure Eight | n. Badminton |
| 15. Field Goal | o. Pool |
| 16. Headlock | p. Wrestling |
| 17. Casting | q. Golf |
| 18. Quiver | r. Diving |
| 19. Jack-knife | s. Hunting |
| 20. Oar | t. Fly fishing |

Score: 1-5 = Amateur, 6-10 = Novice, 11-15 = Semi Pro, 16-20 = Pro.

TUFF SPORT

Want to give your Webelos Scouts the idea of “Good Sportsmanship?” Pick any really easy game to play like Red Light, Green Light. Leader is the light. Make it so tuff that nobody wins. Usually after a short time they will start to complain about being too hard, not fair, no one can win. That’s a great opening for a sportsman-like conduct, good loser vs. bad loser discussion. It’s not just winning but playing and how you play. Then continue to play the same game in the same way. They should laugh a little longer this time.

BALL OVER

You will need a ball about volleyball size. Line is drawn. One team on either side of the line. Players cannot cross line. Leader with a whistle is blindfolded or stands so he cannot see players. When he blows whistle, the ball is put into play. Object of the game is to keep the ball in the opposing team’s territory. When leader blows whistle again, a point is counted against the team on those side the ball is when the whistle blew.

HOP, STEP, AND JUMP RELAY

Get the denner to help you lead this relay race. Divide Webelos den into two groups and then let each side practice the hop, step and jump until each member can do it. Then conduct the game. First member of each team toes a mark and takes in succession a hop, step and jump. Second player does the same toeing the last heel mark of his teammate . Other members repeat the performance. The team whose last member finishes out in front wins.

SOCCER 10 KICKS

The den is divided into equal teams. A soccer ball (or ball of similar size) is used. The object is to kick the ball 10 times in succession to teammates. Each player calls out the number (1-2-3-4- etc.) as he kicks. The opponents try to intercept and start their own sequence. Hands may not be used. The team making 10 successive kicks wins.

BUCKETBALL

Two bushel baskets or other containers are placed on the ground at opposite ends of the playing area. Use a regular basketball, if available. Divide the den into two teams and play basketball rules, except that no goal is scored unless the ball stays in the basket and does not turn it over.

FIND THE MYSTERY CITY

Divide the den into two teams. Give each team captain a state highway map. Call out the names of various cities in the state and have the teams locate them on the map. The first team to locate the city wins the round (win or lose, make sure that both teams locate the city before moving on to the next). The team that locates the most towns wins.

MAP STUDY

Divide den into small groups. Give each group a different state map. Ask them to find: state capital, a state park, two county seats, an airport, three state highways, three towns beginning with H, name of a town, park or site of interest in area C-4, the mileage scale used on their map. Make up your own questions to ask the boys.

PACKING A SUITCASE

Provide a medium-sized suitcase and plenty of items to pack in it. Included in the items should be the necessities of any trip (extra clothes, toiletries, etc.). Be sure that you deliberately bring too much to fit into the suitcase so the Webelos are forced to select only what they cannot do without for the trip. Have the Webelos select items and practice packing the suitcase.

YOU'RE GOING TO TAKE A TRIP

For this game, you will need two teams of three or more boys. Each boy has a blindfold so that he cannot see, except for the leader. One boy will be the leader of his team and will have to guide his teammates and pick up small flags along the way. (The Webelos den leader has put these markers in the backyard ahead of time so that no one will know where they are.) Make two identical trails. The team that comes back with the most markers wins.

TRAVEL GAMES

SPOT IT

Decide what you want to spot and give points for each thing. A certain animal could be 5 points; out of state license plates 3 points, green cars 1 point, etc. One rule, you must look out of the window only on your side of the car. You or someone else may keep score. Twenty points wins this game.

LICENSE PLATE BINGO

You will need paper and pencil for each player. Write the numbers 1 through 9 on a sheet of paper. Boys take turns spotting license plates. They may choose one number per plate to scratch off their list. The first to find all nine wins.

CROSSING THE STATES

The names of all fifty states fit into the spaces below. Some of the states have been filled in. Can you fill in the rest? You may use a list of states. Disregard a space in a state name: NEW YORK will be written NEWYORK, for example.

