

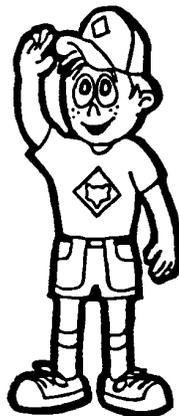
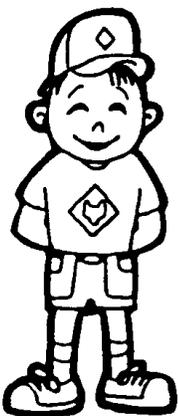
February 1999



Baloo

&

Gold



February 1999 — Baloo & Gold

Focus. This February marks the 69th Anniversary of Cub Scouting in the United States. This month Pack all over the country will hold their annual Blue & Gold. The theme for this month recalls *The Jungle Book*, by Rudyard Kipling. Baden-Powell based the Cub Scouting program on *The Jungle Book*. And while the Cub Scouting program in the United States shifted the focus of the characters from Kipling's India to a "Webelos" Indian tribe, we can still use both ideas in our den and pack programs.

Pack Meeting Ideas

PreOpening Activities

Jungle Book Characters

How well do you know you're *The Jungle Book* characters? Well here's a matching quiz to see what you know. At the end of this section is a page of character names and animals. See how everyone does in putting the right animals with the names Kipling gave them in his book.

Jungle Book Word Search

Yup! Another word search. (It's at the end of this section, also.) See if you can find the characters listed in the word search.

Activity Book

As I inferred earlier on, a really good idea for the Blue & Gold Banquet is to put together an activity book to put with each of the place settings (or children's places). Then get some of those boxes of four crayons (available from places like Oriental Trading Co.). This provides entertainment during the "down" times of the banquet.

Opening Ceremonies

Ten Needs Of A Boy

1. To climb a mountain and look afar.

2. To sit around an embered campfire with good friends
3. To test his strength and his skills on his very own.
4. To be alone with his own thoughts and with his God.
5. To be ready to reach out and find the hand of an understanding man ready and willing to help.
6. To have a code to live by... easily understood and fair.
7. A chance to play hard just for the fun of it... and to work hard for the thrill of it.
8. To have a chance to fail... and know why.
9. To have and to be a good friend and have a chance to prove both.
10. To have a hero... and a vision to measure him by.

Blue & Gold Opening

EQUIPMENT: Candelabra with three candles; one larger candle.

PERSONNEL: Cubmaster and all present and former Cub Scouts.

CUBMASTER: Tonight we will have a lot of fun at this, Cub Scouting's ____th birthday and Pack ___'s _____th birthday. As Cub Scouts and leaders, we are following a trail blazed by millions of other boys, men, and women, many of them who are with us tonight.

All of them have had the Cub Scout spirit, which we symbolize with the flame of this one candle. (Light larger candle. Extinguish room lights.) What is the

Cub Scout spirit? That's easy. It's the three things we promise to do in the Cub Scout Promise.

We say, "I promise to do my best to do my duty to God and my country." That's the first part. (Light one candle.)

The second part is, "To help other people." (Light second candle.)

And the third is, "To obey the Law of the Pack." (Light third candle.) Now, while these candles burn as a reminder to us, will all Cub Scouts, and former Cub Scouts who are with us tonight, please stand, and repeat the Promise with me. (Lead Promise.)

Songs

All Together Again

We're all together again, we're here, we're here,
We're all together again, we're here, we're here.
And who knows when, we'll be all together again?
Singing all together again, we're here!

Pooh Corner

Christopher Robin and I
walked along under branches
Lit up by the moon
Posing our questions to
owl and Eor as our
Days disappear much to soon
But I wandered much further
Today than I should
And I can't seem to find
my way back to the woods

Chorus:
So help me if you can
I've got to get back
To the house of Pooh Corner by one
You'd be surprised there's
so much to be done
Count all the bees in the hive
Chase all the clouds from the skies
back to the days of Christopher Robin and Pooh

Winnie the Pooh doesn't know what to do
He's got a honey Jar stuck on his nose.
He came to me asking help and advice
And from here no one knows
Where he goes

So I sent him to ask
Of ten owl who lives there
How to loosen the jars from
The nose of a bear

All Together Again

Baby Beluga:

Baby beluga in the deep blue sea,
Swim so wild and you swim so free.
Heaven about you, sea below,
Just a little white whale on the go.

Baby beluga, baby beluga, is the water warm?
Is your mother home with you, so happy.

Way down yonder where the dolphins play,
Where they dive and splash all day,
The waves roll in and the waves roll out,
See the water squirting out of your spout.
Baby beluga, baby beluga, sing your little song,
Sing for all your friends, we like to hear you.

When it's late and you're home and fed,
Curling up snug in your waterbed.
Stars are shining and the moon is bright,
Good night, little whale, goodnight.

Baby beluga, baby beluga, with tomorrow's sun,
Another day has come, you'll soon be waking.

Baby beluga, baby beluga, is the water warm?
Is your mother home with you, so happy.

Actions: Hands together, make the shape of a small
whale jumping over the waves.

Special Ceremonies

Scouting's Bottom Line

Unfortunately, I didn't capture the source of this information, but I think it came from the Scouts-L Digest on-line listserv. In any event, it's some really powerful information that you can share with your Pack as you conduct your crossover ceremony/at the Blue and Gold Banquet.

Someone asked "What happens to a Scout?" It took some searching but I found this in my files. My copy came from the 'Old Kentucky Home Council' and has no date. I have had it for several years and it was passed on to me.

SCOUTINGS BOTTOM LINE

What happens to a Scout? For every 100 boys who join Scouting, records indicate that:

- RARELY will on be brought before the juvenile court system
- Two will become Eagle Scouts
- Seventeen will become future Scout volunteers
- Twelve will have their first contact with a church
- One will enter the clergy
- Five will earn their church award
- Eighteen will develop a hobby that will last through their adult life
- Eight will enter a vocation that was learned through the merit badge system
- One will use his Scouting skills to save his own life
- One will use his Scouting skills to save the life of another person

Scouting's alumni record is equally impressive. A recent nation-wide survey of high schools revealed the following information:

- 85% of student council presidents were Scouts
- 89% of senior class presidents were Scouts
- 80% of junior class presidents were Scouts
- 75% of school publication editors were Scouts
- 71% of football captains were Scouts

Scouts also account for:

- 64% of Air Force Academy graduates
 - 68% of West Point graduates
 - 70% of Annapolis graduates
 - 72% of Rhodes Scholars
 - 85% of FBI agents
 - 26 of the first 29 astronauts
-

Magic Neckerchief Graduation Ceremony

This Ceremony is written for Webelos Graduation to Boy Scouts. With slight modification, it can be used for any level rank advancement. It is written assuming several scouts, but with minor changes could be used for a single scout.

Materials:

- Neckerchief (if using Webelos neckerchief, the Webelos patch must be removed - it holds too much acetone, and will result in burning the part of the neckerchief above the patch)
- 2 coat hangers and 2 safety pins
- 1 large mouth Peanut butter jar with lid
- Acetone Water (Some fingernail polish removers are 100% "pure" acetone)
- A lighted candle or advancement log with lighted candles
- Fire extinguisher

Setup:

Stretch out the hangers, attach one safety pin to each.

Mix the "Magic Water" in the jar. This should be done outside with good ventilation. Keep the lid tightly closed except when dipping the neckerchief. Magic water consists of EXACTLY 40% Acetone and 60% Water (2 parts Acetone to 3 parts Water)

You will need an assistant for lights, one for handling the dipping of the neckerchief, and one off-stage with the fire extinguisher (just in case)..

When it is time to dip and burn the neckerchief, use the following procedure:

1. Attach the corners of the neckerchief to the hangers with the safety pins.
2. Lightly shake the jar of Magic Water to remix the components. Tightly wad the neckerchief and dip it completely into the jar containing the Magic Water. The whole neckerchief must be wet or the dry part will burn.
3. Squeeze out the neckerchief and quickly extend it, holding the hangers. While this is being done, the lid must be replaced for fire safety.
4. Pass the neckerchief over the flame. Make certain the neckerchief is spread between the

wire holders. It cannot be rolled or folded in any part. Make certain that the neckerchief is well in front, or off to the side of you. We used an old broom stick, with the hangars attached to it so that no one had to be real close. If you work quick enough, the whole neckerchief will appear to be engulfed in flames, and the flames will extend several inches above the top of the neckerchief.

5. Shake gently when just the edges remain burning. This will extinguish the flames along the hems, which hold more acetone than the body, due to the additional fabric here.

You must move very quickly through steps 2, 3 and 4, or the acetone will evaporate before it can be ignited. The jar of acetone must be kept away from the flame, and be covered at all times except when actually dipping the neckerchief. Acetone is highly flammable. You might want an additional assistant or two to help with this.

Practice the steps above outside, before the meeting to make sure that you can get it right when the time comes. It will be embarrassing if the wet neckerchief doesn't burn due to evaporation of the acetone. This trick works because the acetone burns, while the water keeps the neckerchief from burning. Remember that the acetone will evaporate pretty quickly, or you will miss the effect.

Script:

<Dim house lights gradually while calling forward the graduating cub scouts and their parents. Leave only the lights in front on while telling the story.>

Tonight Webelos Scouts _____ are graduating to boy scouts. Will they come forward with their parents.

These young men have completed their Cub Scouting activities. There remains but one test before they may cross the bridge into Boy Scouts.

"Have they done everything they can to BE PREPARED?"

Deep in the heart of the mountains and deserts of New Mexico, there is an Indian village along side a small stream. The village and the area around it are very green and lush. This is very unusual, for the village is in the middle of a very harsh desert land.

While hiking in the area several years ago, I came across this village and stopped by the stream for a rest. There was an old Chief sitting in the sun by the stream, and I asked him:

"Why is this area so green and your people so healthy?"

The old Chief replied:

"The waters of this stream are magical. They assist all who come, by telling the people if they have done everything they need, to be prepared. By hard work with the assistance of these magical waters, my people have done the things needed to be prepared and prosper in life."

I thought for a while and said:

"I too could use these magical waters, for I know of many young men who are working hard to be prepared for life. Could I take some of these magical waters with me?"

The old Chief smiled and nodded.

"It is for the youth that these waters are most special."

"Take something special from one of the young men who are to be tested and dip it in the water. Pass the special item over the flame, and if the special item burns, but is not consumed, then they have done everything needed to be prepared."

<Turn out the lights.>

From one of the cub scouts before us, we take the Webelos Neckerchief.

<Clip the neckerchief to wire holders at corners. Be careful not to twist or fold the fabric. It must be smooth.>

And dip it in the Magic Water.

<Have the assistant dip the neckerchief while you hold the wire holders. Quickly take the neckerchief from the jar and spread it tightly between the wire holders. Your assistant covers the jar before you put the neckerchief over the candle, but you cannot wait too long. This part must be done quickly.>

Then pass it over the flame of the Spirit of Scouting.

<Do so.>

Scouts, you have passed the test and are prepared to cross over into Boy Scouting. May the Great Spirit of Akela go with you throughout your scouting days.

<At this point, it's not a bad idea to bring up the fire safety issue, and "Don't try this at home - only trained Cubmasters are allowed to perform this ceremony!" >

Webelos Graduation Arrows

Long before my son and I joined Cub Scouts and our Pack, they had established a tradition for the Crossover Ceremony that involved giving each graduating Webelos Scout an arrow that marked his journey through Cub Scouts.

Making the arrows was always done “secretly” by the parents. When I took over the 1-hour/week job of Cubmaster, I also decided this was a good opportunity to spend some last few moments with those great parents with whom I had spent so many fun months. This has become part of the tradition as well. Finally, because the arrow making was an oral tradition in the pack and because there were parents who sometimes couldn’t make the arrow making evening, I committed it to paper. The instructions are provided later in this section. Please note that these haven’t been updated recently to reflect such changes as using bamboo (which the boys don’t mind and is easier to find in “straight lengths”) and dangling the feathers to the shaft using sinew and those funnel-shaped metal thingies. So you will probably want to “grow” the instructions to meet your needs and to make them better than what they are today.

Advancement Ceremonies

Jungle Book Ceremony

PERSONNEL: Cubmaster, person offstage to shout part of Bandar-log, Bageera and others, (it is much more effective if they cannot be seen by anyone) Cub Scout Boys can be the Monkey People,

Cubmaster:

You know that our lives today are much like the jungle that Mowgli lived in. Oh we don’t have a real jungle, but we do have a pack, and we have lots of people like Baloo the bear that have taught you the law of the pack. We also have Akela, the leader, in many forms. I, your Cubmaster, your parents, teachers, and your ministers. We also have Bandar-log, the Monkey people. Remember that they are the ones who are only brave when the odds are in their favor. They don’t follow any of the laws. They are thoughtless and silly. They have no goals and are ready to lead you into things that are bad for you like drugs, alcohol, tobacco, and gangs.

Offstage: (Rules, rules, rules!!! We don't like rules, come and play with us.)

Cubmaster: Ah, hear them call you?

Offstage (different voice) (Be gone, Bandar-log, they belong to the pack.... you can't have them!)

Cubmaster: Oh, Bageera, the Black Panther is watching out for you. While he watches out for the Bandar-log, lets give out some awards that you have worked so hard for.

Webelos pins

Offstage: (the man cub is mine give him to me!)

Cubmaster: Oh no! That's Sheri-khan, the fierce jungle tiger.

Offstage: (The man cub is mine...give him to me!)

Cubmaster: No, Sheri-khan. These cubs are in the pack and you can't have them. Be gone with you. Boy, the bad guys are everywhere. He is gone now. Would the Wolves that are receiving rank and their parents and den leaders please come forward.

CEREMONY: The Cub Scout promise and the Law of the Pack is your guideline in Cub Scouts as well as

in your life. Following these will make the Monkey people, the Bandar-log and Sheri kan pretty mad at you, but the pack is behind you. Keep these laws and you will succeed where the Bandar-log won't. Light the candle from the spirit of scouting candle and repeat with your den the Cub Scout promise and the Law of the Pack.

Offstage: (Laws and rules, laws and rules, come with us, we break them all.)

Cubmaster: Den leaders, ignore them, present the awards.

Would the Bears that are receiving rank please come forward with your parents and den leaders. Please light your candle from the spirit of scouting candle and say the Cub Scout promise and the Law of the Pack. Den leaders please present the awards.

Would the Tigers that are receiving rank please come up with your parents and den leaders. Tigers please light your candle from the spirit of scouting candle and say the Tiger promise and the motto with your den. Den leaders please present the awards.

Offstage: (laws and rules, laws and rules - who needs them)

Cubmaster: We all need them silly Monkey people. Rules make games fair, laws keep us safe. You can't have the cubs.... Now leave us alone, go some where else, we aren't Monkey people. All boys who are earning gold and silver arrow points, please come forward with your den leaders.

CEREMONY: Ten activities have to be completed to earn each arrow point. The first arrow point that is earned is gold. The rest that you can earn are silver. These boys have been working hard and these arrow points show it. Den leaders please present the arrow points.

Cubmaster: Would the Webelos that are receiving rank please come forward with your parents and den leaders.

Offstage: (Give the man cub to me!!! I want them!!)

Cubmaster: Sheri-khan...This/these boy(s) have earned their Webelos rank.... They are not about to come with you, and we are not giving them to you. They know about the Cub Scout promise and the Law of the Pack; they also know the Boy Scout Oath and the 12 points of the Scout Law.... They will never come to you or the Monkey people. There is nothing here for you... Go away.

CEREMONY: Webelos [names] Your choice has been made. You have earned the Webelos rank. You have worked hard and kept yourself physically fit. You know about the citizenship that is required for our society to succeed. You are ready for the emergencies that can come up at any time. You will always have choices to make in life. The Sheri-kans and the Bandar-logs of this world will always be there to tempt you to join them. Light your candle from the spirit of scouting candle and say the Scout Oath and the 12 Points of the Scout Law with your den. Den leaders present the awards.

Closing Ceremonies

Good Hunting

You have wandered through the Jungle and your eyes have been opened to see many wonderful things. Now you go forward on your journey into the greater land of Scouting, and Akela and the pack speed you on your way with a cheery call of 'good hunting.' You will never forget your days with the pack, one day, it may be that you will return to it and help other cubs to open their eyes in the jungle. Good Hunting.

Lord Baden-Powell

Another Blue and Gold Closing

Have a small birthday candle at each Cub Scout table setting and have larger candle on all tables. At the proper time, the Cubmaster announce that each Webelos Scout should come forward and receive a lighted candle to take to his table. After he reaches his table all other lights are turned off.

CUBMASTER: America's manpower begins with Boypower. As we light all our candles, you can see the room is growing brighter (Cubs light their candles). That is the way it is in Cub Scouting in our community as we increase our Boypower. One Cub Scout may not be very big, but as our members grow we can light up all our homes and make everyone aware of our Cub Scout spirit. Let's make Cub Scouting really shine with Boypower. (lights come on and candle are blown out). Do your best.

Cub Scout respond: We'll do our best!

Baden-Powell Had A Vision

The following closing could be done by a den of boys standing up front and reciting together the first eight lines or have one of them as narrator, take a few steps forward and say:

Baden Powell had a vision,
That he made come true,
So now we can enjoy Scouting,
And have fun while we do.

While he wasn't an American,
He's become famous to us,
Earning though America,
Our admiration and trust.

As adult leader faces audience and says:

Now may the Spirit of Scouting,
Be with both young and old.
As you remember again,
The meaning of Blue and Gold.

May you strive for truth and spirituality,
In the warm sunlight under the sky above,
As you bring good cheer and happiness
With steadfast loyalty brought through love.

Good Night and Happy Scouting!!

Cub Scout Benediction

And now may the Great
Master of all Cub Scouts
Guide and guard our footsteps
Today, tomorrow,
And for the tomorrows to come.

Den Meeting Ideas

Places To Go & Things To Do

The Library

I think we probably spend too much time in front of the television—whether it's watching the televised programs or videotapes or playing those video games. How about spending some time in a place where your imagination can soar? How about going to the library? Take the den on an outing to see some of Kipling's collection as well as many other wonderful books.

And if it's been a while since you Den Leaders have been to the library, maybe the boys can teach you a thing or two about how the new library catalogue system works! They're computerized now!

As a suggestion, have each of the boys pick a book to read and give a report to the den about how he felt about the book.

Put On A Play

For those of you who haven't seen or heard much about the Scouting program in the United Kingdom, you may not realize how much emphasis they put on *the Jungle Book*. After all, Kipling was "one of them!" Well in my surfing the internet, I've found a lot of really neat Scouts Canada resource sites. At one of these sites, there were a number of what they called "dances"—some written by Baden-Powell, himself—that the boys in the Cub Scout program perform. (We would call them plays as they're more elaborate than skits.) Toward the end of this section are several of the dances that were posted.

Being that this month is the Blue & Gold Banquet, why not have the boys put on one of these for the evening's entertainment. It can be a really good learning and growing experience for them and a lot of fun to boot!

Den Meeting Activity Ideas

Read A Story

This is a repeat for those of you who have a copy of the February '98 Mason-Dixon District Roundtable Handout, but I think it bears repeating...

One of the fondest memories I have from elementary school is when dear sweet Mrs. Krug would take time at the end of the school day to read to us. She wouldn't read quickie short stories—she read full-length novels, like *Black Beauty*. At the end of each day (given that it was a "well behaved" day) she would stop about 15 minutes early and settle in to read to us. Wow, what a treat that was!

But anyway, why not try that with the den? And guess what book you can use for starters—*The Jungle Book*. If you don't have a copy of it, see the first item under "Places To Go Things To Do."

Get Ready for B&G

It's Blue & Gold Banquet Month! Now is the time to get ready for it. Here are some ideas for getting that banquet table ready. Hopefully there are some *new* ideas in here that you can use.

Table Centerpieces. I love making (and helping the boys make) centerpieces. And the themes that BSA has put out over the years for February always present a challenge as to what to do. This year is no different! Here are some notions to get you thinking and to help you brainstorm with the boys.

- A 3-D Jungle Scene.
- Baloo (e.g., Disney's character) dancing on a pile of or juggling with Gold Nuggets--give the boys a chance to do some sculpting!
- A 3-D Bear and Indian
- A 3-D Bear and a Sunset (the ultimate GOLD!)
- Script a couple of scenes from *The Jungle Book*

Placemats. Actually, the only reason I wrote this section was so that I could tell you about doing placemats! Regardless of what you decide to do for placemats, you can make them on 11" X 17" heavy stock paper and then you can cover them with regular, clear contact paper. The contact paper is 18" wide so if you cut the contact paper into 12" pieces, they are just the right size to cover the 11" X 17" papers. It takes a couple of tries to get the hang of it, but here's a good way to cover the 11 X 17.

1. Peel the backing off about 1/3 of one sheet of contact paper
2. Position the 11 X 17 paper on the sticky part (leaving about 1/2 inch overhang) and smooth the paper onto the contact paper
3. Slowly pull the rest of the backing off and let the 11 X 17 paper stick to the contact paper.
4. Completely remove the backing from a second sheet of contact paper and spread it out (sticky side up) on a table surface
5. Carefully position one edge of the first piece along the matching edge of this contact paper and slowly "roll" the 11 X 17 onto the second contact ppaper sheet
6. Smooth out the whole thing to get rid of air bubbles
7. Trim the edges of the placemat about 1/4 inch from the edge of the 11 X 17 sheet.

We have 7-year old placemats (made this way) that are still good after being used almost every day.

If the expense of doing placemats this way for everyone at the B&G table is too great, think about just making this kind for each Cub Scout (so they have something to keep to remember the B&G) and make the rest of them out of plain paper. Also, consider having each of the boys in the den sign each "special" placemat before you do the contact paper.

What do you put on a placemat?

Well with today's computer graphics, the sky's the limit. But then, with the boys' imaginations, the sky's the limit, anyway! Focus on the theme. Focus on Cub Scouts. Focus on having fun!

Other ideas for place settings include:

- Napkin rings (glue little stones on a piece of toilet paper tube and spray paint it gold)
- Napkins (get a parent to make "linen" napkins from an old sheet and use some of

those new cloth transfer sheets for inkjet printers to imprint them for the event)

- Candy/favor cups. (At our pack's B&G, we get some of those "pill cups" from the hospital and fill them with blue and yellow M&Ms from a candy shop that sells individual colors of M&Ms.

Games

Mowgli and the Red Flower

- Indoors/outdoors
- Equipment: 1 red scarf or beanbag
- Formation: Circle

Pick one player as Mowgli. He hides his eyes. Pick another player as 'it', without letting Mowgli know who 'it' is. Mowgli then comes into the village (circle) and tries to get the Red Flower (fire). The player who is 'it' tries to catch Mowgli before he can leave the village with the Red Flower. 'It' cannot move until Mowgli touches the Red Flower. Mowgli must enter and leave at the same point in the circle. The two boys he enters between can put up their arms to signify a gate, so Mowgli will remember where to leave. If Mowgli is caught by the villager before he leaves the village, the villager becomes Mowgli and a new villager is chosen. If Mowgli leaves the village before he is caught, he gets to try again with a new villager. Have the boys in the circle lunge in a couple of times to confuse Mowgli so he doesn't know who the villager is.

Banana Relay

- Semi-active, indoors/outdoors.
- Equipment: 1 banana per boy.
- Formation: relay.

Line up the boys in relay formation, facing each other, and give each boy a banana. He must keep his right hand behind him while he eats the banana, which he must peel with his teeth. On the signal, the first boy peels and eats his banana. When he is able to whistle, the next boy may begin. The first team to finish wins.

The Elephant Hunt

- Indoors
- Equipment: soccer ball; chalk
- Formation: scatter

Two chalk lines are drawn about three meters apart in the center of the room. This is elephant country. All the leaders are hunters and the Cubs are elephants. The hunters are ranged on either side of the lines and must not enter elephant country. The hunters catch the elephants by hitting them below the knees, with the soccer ball. Any Cubs who are caught become hunters until there is only one elephant left as the winner.

Gazelle Stalking

- Indoors
- Equipment: 2 blindfolds; 1 chain of bells
- Formation: Circle

All players form a circle. Two people are chosen to be the Gazelle and the Stalker. These two people go outside of the circle, where they are blindfolded; they are taken to different sides of the circle.

Those left in the circle are taught two sounds:

1. A clicking sound with the tongue, and
2. A blowing sound (like the howling wind).

The Stalker then tries to catch the Gazelle; to do so he must be careful not to make too much noise. The people in the circle can help the Stalker by giving the clicking sound when he is far away from the Gazelle and by giving the blowing sound when he is getting near.



Jungle Book Characters Matching Quiz

- | | |
|----------------------------|-----------------------|
| _____ 1. Shere Khan | a) Monkey People |
| _____ 2. Bagheera | b) Rat |
| _____ 3. Mowgli | c) Black Panther |
| _____ 4. Red Flower | d) Teacher Of The Law |
| _____ 5. Rann | e) Kite |
| _____ 6. Mang | f) Tailor-Bird |
| _____ 7. Tabaqui | g) Bat |
| _____ 8. Gidur-log | h) Wild Elephant |
| _____ 9. Raksha | i) Rock Python |
| _____ 10. Mao | j) Tiger |
| _____ 11. Akela | k) Lone Wolf |
| _____ 12. Baloo | l) Peacock |
| _____ 13. Bandar-log | m) Jackal |
| _____ 14. Kaa | n) Fire |
| _____ 15. Hathi | o) Jackal People |
| _____ 16. Rikki-tikki-tavi | p) Boy Cub |
| _____ 17. Chuchundra | q) Musk-Rat |
| _____ 18. Darzee | r) Mongoose |
| _____ 19. Chua | s) Demon |

Answers:

Shere Khan=Tiger//Bagheera=Black Panther//Mowgli=Boy Cub//Red Flower=Fire//Rann=the Kite//Mang=the Bat//Tabaqui=jackal//Gidur-log=Jackal People//Raksha=the Demon//Mao=Peacock//Akela=Lone Wolf//Baloo=Teacher of the Law//Bandar-log=Monkey People //Kaa=Rock Python//Hathi=Wild Elephant//Rikki-tikki-tavi=Mongoose//Chuchundra=musk-rat//Darzee=tailor-bird//Chua=rat

Baloo & Gold WORD SEARCH

This puzzle contains words and phrases related to Cub Scouting. See how many you can find.

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

Shere Khan
Bagheera
Mowgli
Red Flower
Rann
Mang
Father Wolf
Tabaqui
Mother Wolf

Gidur-log
Law of the Jungle
Raksha
Council Rock
Mao
Akela
Bagheera
Baloo

Bandar-log
Kaa
Lost City
Hathi
Rikki-tikki-tavi
Chuchundra
Darzee
Chua

Webelos Graduation Arrow Instructions

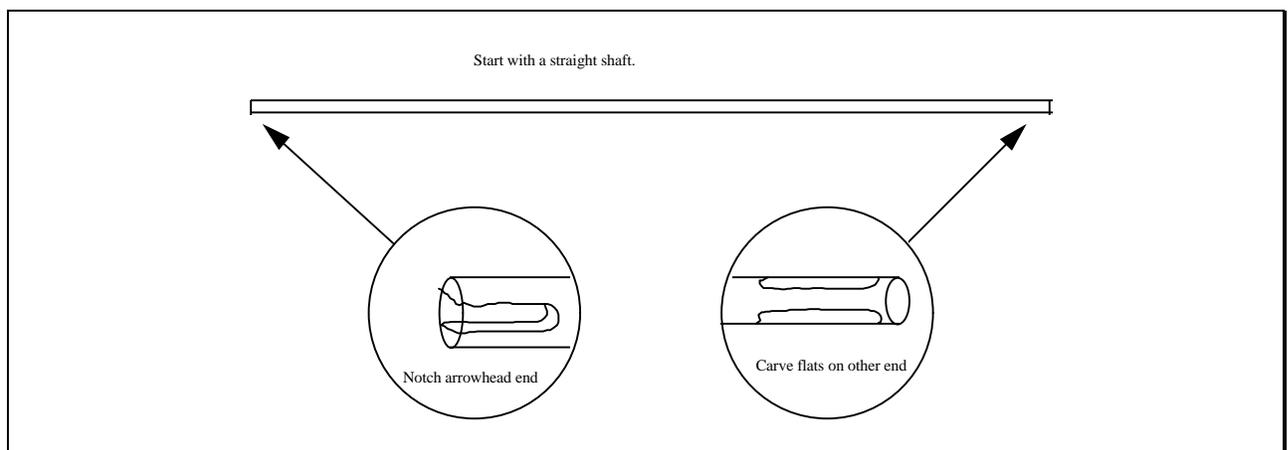
I. HOW TO MAKE THE ARROW.

A. Materials needed:

1. Straight (as possible) 30- to 36-inch long by ¼- to ½-inch diameter shaft. A dowel can be bought, but natural sticks seem even more appropriate.
2. Arrowhead - These are imitation real arrowheads. To use real ones is illegal in some areas. I got these at a Native American Goods store in the Pittsburg Airport, but they're also available at a trinkettes shop in The Great Mall By the Bay, Milpitas, CA, and also a shop in the York Mall.
3. Fletching materials - Duck, Duck, Goose feathers work well or fletchings can be bought from sporting goods departments and stores. While one den tried to use real bird feathers, the other den had a lot better success with turkey feathers dyed (and the turkeys died) yellow and blue.
4. Pseudo-Sinew - This can be bought from Native American craft suppliers and craft stores such as Tandy (TX) and Grey Owl (NY). We have a big spool of it.
5. PVC Tape of various colors (red, blue, orange, yellow, white, green). If you can't find orange, I wouldn't be surprised. I haven't found it so we use white instead.
6. Hot glue - This is to reinforce our knots on the arrowhead and to attach the fletchings which we know aren't going to hold by themselves.
7. Sharp knife and scissors - These are needed to trim and cut stuff and to threaten whoever comes by and says "You're not done that yet?!"
8. Extras of all of the above - If we were perfect, we would be God and we aren't so we aren't.

B. What to do:

1. If you are using epoxy glue that you need to mix ahead of time instead of hot glue, don't mix it; it's not time yet. It would be a good idea to plug in the glue gun now, though. (If yours is as slow to heat up as mine.)
2. Clean up shaft as much as possible if it needs it. For arrow wood, that means skinning it. For bamboo, it probably isn't needed. While it's not a listed supply because my wife would kill me if she saw I used it, I find the vegetable peeler very effective for cleaning up and debarking (if desired). Anyway, work on the shaft until it's as close to neat and clean and straight as you're gonna get it.



3. Notch the arrow-end of the shaft. I prefer to use my Binford 17.375-inch meat-cutter's/ carpenter's bandsaw, but only Tim and I have them. You need to relieve the end of the wood as much as possible so the shaft doesn't split when you stuff the arrowhead into the slot. Dry fit the arrowhead in the slot to make sure it fits. (If it doesn't, enlarge the slot as much as possible or cut a flat surface ½ inch along the end of the shaft, instead of having a slot).
4. If you are using epoxy that you need to mix ahead of time, don't mix it; it's not time yet.

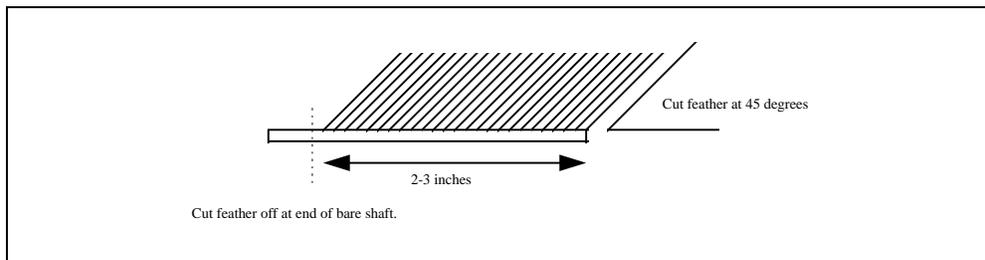
- (Optional) Flatten shaft surfaces for fletchings. (Fletchings are the feathers on the notch-end of the arrow. I would use the term feather, but Webster's defines feather as "one of the light, horny epidermal outgrowths that form the external covering of birds and that consist of a shaft bearing on each side a series of barbs which bear barbule which in turn bear barbicels commonly ending in hooked hamuli and interlocking with the barbules of an adjacent barb to link the barbs into a continuous vane" and I thought that was too much for a simple set of arrow-making instructions.)

Typical arrows have three feathers at the end opposite the arrowhead. It's a good idea because that's the way it's always been done. Using the sharp knife, "skin" the three surfaces on the shaft where the feathers will be glued. These should start about ½ inch from the end of the shaft and should be about 3 inches long, spaced equidistant around the shaft. (If you have a protractor, you can place it on the end of the shaft and mark the three points that are 120 degrees from each other with respect to the axial center of the shaft. If you know someone who is going to try to use the protractor, get a camera because you'll want pictures to show them later how silly they looked doing it!)

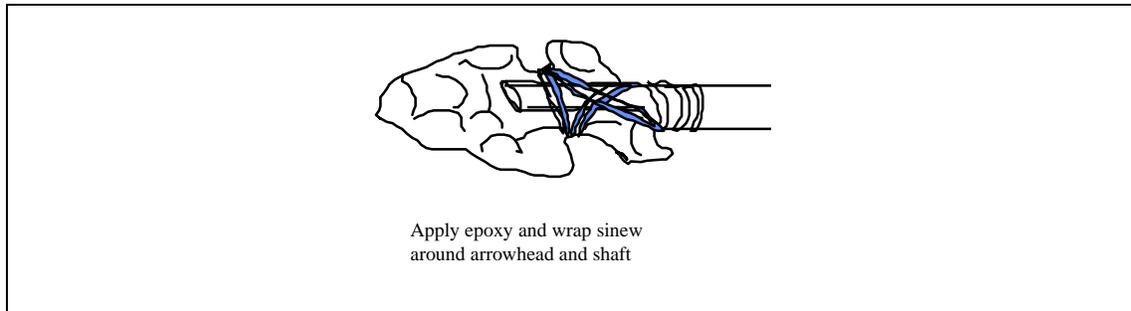
- Cut your fletchings (Do we need to go over why we call them fletchings and not feathers?). If pairs of people are doing this project, each pair should only need three feathers. One feather provides two fletchings; two feathers, four; and three feathers, six. And, if everyone did as they were told back in step 5, each person only needs three fletchings. Using new math:

$$3 \text{ FLETCHINGS/PERSON} \times 1 \text{ FEATHER/2 FLETCHINGS} \times 2 \text{ PERSONS/TEAM} \cong 3 \text{ FEATHERS/TEAM}$$

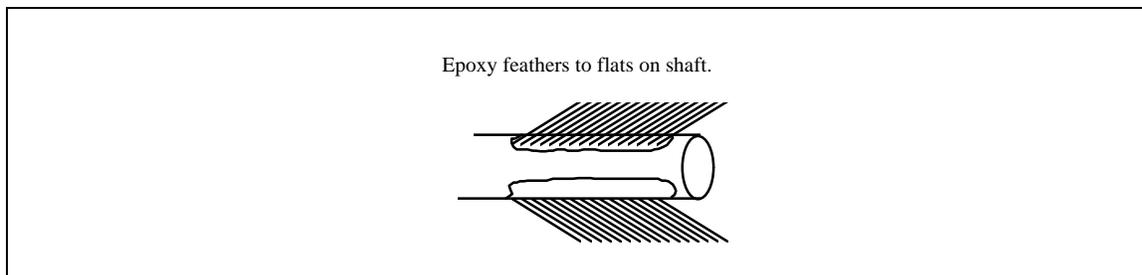
Anyway, using the sharp knife or scissors, split the feather in two by slicing/cutting it down the quill. Cut off the bare part of the feather quill. About two inches down from there, cut the feather at a 45-degree angle as shown in the figure.



- If you are using epoxy that you need to mix ahead of time, mix it now because it's needed for the next step.
- Apply a liberal amount (but not too much) glue to the slot where the arrowhead goes. Insert the arrowhead and tie/wrap the sinew around the shaft and arrowhead. Leave the loose end of the sinew loose until the glue dries; then cut it off. (Note that Native Americans did not have store-bought glue to help them make arrows so you may want to limit the amount of it around the sinew and arrowhead to make it look as authentic as possible.)
- If you are using epoxy that you need to mix ahead of time, and you haven't mixed it yet, you cheated or forgot to do the step before this one. Go do that step and then skip this one!
- Smear some of the glue on one of the flat surfaces you carved for the fletchings. Gently but firmly put one of the fletchings in place where you smeared the glue. Try not to get your hand stuck to the shaft with the glue because the boys don't like adults sticking to their arrows.



11. Repeat the last step for the other two fletchings.
12. If you want to, you can wrap some sinew around the shaft in front of and behind the three fletchings. This makes it look like the sinew is holding the fletchings in place (but you and I know differently. I won't tell if you won't!)



II. HOW TO DECORATE THE ARROW

A. Materials needed:

1. Colored tape or paints - Depending on how much patience you have, you can use either paints or pieces of colored tape to make the rings around the shaft to denote award levels for your Cub Scout. The colors are:

Tiger—orange
Bobcat—yellow
Wolf—red
Bear—green

Webelos—blue
Arrow of Light—white
Arrow Points—gold and silver

(Metal [silver] and copper [gold] tapes are available from hardware and/or plumbing stores.)

2. Feather for each award level. Again, the colors:

Tiger—orange
Bobcat—yellow
Wolf—red
Bear—green
Webelos—blue
Arrow of Light—white

(Using feathers for the arrow points could be done too, if desired.)

3. Glue - This is to stick the feathers to the arrow's shaft. [or] Sinew. This is to tie and dangle the feathers from the shaft. If you use the sinew, you can also use beads and danglers to decorate the string and feathers.
4. Sharp knife and scissors - These are needed to trim stuff and cut stuff and to do bodily harm to whoever comes by and says "You're *still* not done that yet?"!
5. Extras of all of the above - If we were perfect... well you get the point

B. What to do:

1. Make a list of the ranks your Webelos has attained and will attain by the graduation ceremony. This list should not include Eagle, Silver Beaver, or Cubmaster at this point. If it does, please report him to me so that I can retire. Also, for the Wolf and Bear ranks, note the gold and how many silver arrow points earned for each.
2. For each rank, select the appropriate tape. For each rank and arrow point, you will apply a ring of that color around the shaft between the arrowhead and the fletchings. The colors should be placed in order of rank (Tiger - Bobcat - Wolf - Bear - Webelos - Arrow of Light) with appropriate gold and silver rings for the number of Wolf and Bear arrow points.
3. Try to evenly space the rings along the shaft. Also, select a width for the rings that looks best to you.
4. At each ring that gets a feather, put a drop of glue on the ring and place the bare end of the feather quill across the tape at a 45-degree angle so that the feather "hangs down." Using some more sinew, cross-lash the feather to the shaft. You can leave the ends hanging for these. It looks neat! Other methods of feather attaching have been used by other people. Some include tying the feathers with sinew/string and letting them hang down completely from the shaft, using the tape to hold the feathers.
5. If you haven't already, you should stop mixing the epoxy at this time. You won't need it any more. L'arrow est fini! (French for "The arrow is finished!")

Jungle Dances and their Variations

Introduction

This booklet has been compiled in response to a number of suggestions that the variations in the Jungle Dances which have appeared in *The Canadian Leader* from time to time should be collected together in a convenient form. With these are reprinted the Founder's own descriptions from The Wolf Cub's Handbook, and a few explanatory notes which may be found helpful.

It should be remembered that there is no intention to limit the number of the Dances to those already published in the Handbook. In proof of this, the original four have been increased to five by the addition of the Dance of Shere Khan's Death, now one of the most popular of the series. Nor is it intended for the Pack, and are to be welcomed so long as the Dances are not thereby made unduly elaborate and difficult to follow. The Cub Department at Baden-Powell House will always be glad to hear of new Dances or fresh variations, for publication in *The Canadian Leader* or in future editions of this booklet.

Grateful acknowledgment is made to those whose variations have been used in the following pages.

Teaching the Dances

It is not desired to lay down any hard-and-fast methods of teaching the Dances. That would be absurd, for each Akela must discover by experience the most successful method for his or her Pack.

In the Jungle Dances, which are really plays of the Jungle, the Founder combined profit with pleasure. He has provided a means of expression for the boy's imaginative instinct and love of acting, and at the same time he has set forth certain very valuable lessons -- the moral lessons of the bullying Tiger and the sneaking Jackal, the disciplinary lessons of obedience (Kaa Dance) and Akela, bearing in mind all that can be learnt from these Jungle Dances, should give them thought and careful attention so that the Cubs will really enter into them. If they do not go down well, it will generally be found that the fault lies with Akela and that it is directly due to one or more of the following mistakes:

- I. Want of imagination.
- II. Teaching the Dances in the first instance to boys of ten (or even eleven!) years of age; (they are not likely to prove successful in such case; the older Cub will only like them if he has been brought up on them).
- III. Treating the Dances as a number of movements to be gone through in a certain fashion and in a certain order, and nothing more; whereas they are much more exercises in acting and character portrayal.
- IV. Teaching them in a slipshod way, without any particular attempt at method and without giving enough time to them.
- V. Omitting to ensure that all the Cubs know the story thoroughly well beforehand.

In order to teach the Dances properly we should take care to avoid all five errors. I need hardly add that Akela must be prepared to demonstrate a particular point himself, whether it is to chase his tail like one of the Bandarlog or crawl on his tummy like Bagheera; and that the Dances are only half done if they are done standing up, instead of getting down to it on all fours or quite flat, as the case may be.

If, as sometimes happens, a few boys have joined the Pack when they are too old to be interested in the Jungle Dances, it is advisable to use a separate evening when teaching these to the younger Cubs, or to keep the older boys apart under the jurisdiction of one of the Old Wolves and employing them in something better suited to their age.

Never try to teach more than one Dance at a single Meeting, and always give plenty of thought to its preparation.

Start with the yarn concerning the particular incident to be dramatized. This is probably best told in your own words, if you know the story through and through and can tell it vividly. If you do read it from *The Jungle Book*, a little cutting and editing may be necessary. Take pains to make the animals appear as real, live characters, emphasizing their particular characteristics, as well as the adventurous nature of their story.

Then explain fully how it is to be acted. Go through each part of the Dance, demonstrating when necessary. Then let the Pack try it, and give praise to those who have really tried to act their parts. If you have prepared the ground well, it should go reasonably well, and, with one or two more practices, it should become quite a polished performance. But don't drill the fun and spontaneity out of it. If the Cubs don't enjoy it, it has not been a success.

General Notes

1. The Dances may truly be called Jungle Plays.
2. They are all greatly improved if done out of doors.
3. Don't overdo the Dances. Once a Pack is established, it is not necessary to do a Dance every Pack meeting. One dance a month is quite sufficient. There are plenty of other play-acting stunts.
4. When introducing new chums to the Jungle Stories don't bore the rest of the Pack but give them something else to do. However, when doing a Dance it is necessary to recreate in the minds of the Cubs the atmosphere of the Jungle. On this occasion the story should be briefly told to the whole Pack as vividly and dramatically as possible, e.g. the horror of Kaa, the atmosphere of the Cold Lairs, the suspense of Mowgli's hunting, etc., are then clearly evoked in the Cubs' imagination.
5. In making your preparations to tell the story, you will find it useful to supplement the Founder's account with the descriptions and explanations of the Dances given in Letters to a Wolf Cub.

The Dance Of Baloo

Now we will form the Parade Circle, and try the dance of Baloo, the bear. He was the animal in the *Jungle Book* who taught the Law of the Jungle to Mowgli. He was good-natured, burly old thing, very like a big policeman.

When therefore the order "Baloo" is given, every Cub will turn to the right and follow his leader, marching very slowly and stiffly, as proud as Punch, with his stomach forward and his elbows stuck out, chin in the air, looking left and right in a haughty way; and as he goes along he gives out the two Cub Laws in a loud voice, so that everybody shall know them -- "The Cub respects the Old Wolf: the Cub respects himself."

When the Cubmaster gives the signal or order to halt, the Cubs at once stop, turn inwards, and become themselves, standing strictly at the "Alert" till they get further orders. This Dance is not suitable for older Cubs. (*Music, if desired -- "The Teddy Bear Picnic"; or the "Policeman's Chorus," Pirates of Penzance.*)

Variation One

Pack in circle. One Cub sitting in centre of circle -- Mowgli. The rest, standing, are each of them Baloo.

Idea -- Mowgli learning the lesson of the Law from Baloo on a hot afternoon. Mowgli rather weary and perhaps a little hurt by Baloo's insistence upon a lesson he (Mowgli) knows by heart.

Action -- All the Cubs are Baloos. They start in a circle, turn right -- paws up -- ponderous and majestic. Stepping off with the right foot, take four slow steps and turn inwards. All Baloos to Mowgli: "The Cub respects the Old Wolf; the Cub respects himself". (Emphasize with beats of paws.) The Baloos turn right and move round again. Four slow steps, turn in and repeat the Law again.

These actions are repeated four times, then Mowgli, who has been listening attentively all the time, says: "I hear thee, O Baloo, and I will remember."

Variation Two

The Cubs of the Seeonee Pack are all gathered in the Jungle clearing for their morning lesson. Pack in circle (crouching as wolves), Baloo kneeling in centre -- forepaws up -- as a bear sitting.

He expounds the Law.

Now this is the Law of the Jungle --

As old and as true as the sky;

And the Wolf that shall keep it may prosper,

But the Wolf that shall break it must die.

Wash daily from nose-tip to tail-tip (Pack pretends to lick themselves as a cat might);

Drink deeply (Pack bends down and drinks at drinking pool), but never too deep;

And remember the night is for hunting,

And forget not the day is for sleep (Pack nods gravely).

The Jackal may follow the Tiger,

But, Cub, when thy whiskers are grown,

Remember the Wolf is a hunter --

Go forth and get food of thine own! (Cubs growl softly.)

Because of his age and his cunning,

Because of his gripe and his paw,

In all that the Law leaveth open,

The Word of the Head Wolf is law.

Cubs turn right and prowl slowly round, repeating the Law. (Note -- Don't try to keep the words in time with the crawling steps.) "The Cub respects the Old Wolf; the Cub respects himself."

Repeat.

All turn inwards, throw up their heads and call: "Akela! We'll do our best!"

All turn, to face center, and chant together:

Now these are the Laws of the Jungle,

And many and might are they;

But the head and the hoof of the Law

And the haunch and the hump is -- Obey!

Spring to Alert, both hands up. Baloo calls: "Then Good Hunting, Brothers!"

All break off.

Variation Three

The Cubs squat in their lairs (six corners). Baloo (preferably an Old Wolf or a Cub Instructor) ambles, bear-like, into the centre of the clearing (hall or open space) and squats down.

Baloo: (Calling) "Little brothers! Little brothers!"

Cubs: (Running from their lairs and squatting, as for the Grand Howl, in a circle around him). "Baloo-oo-oo!"

Baloo: "Little brothers, this is the Law of the Wolf Cub Pack -- the Cub respects the Old Wolf, the Cub respects himself." (While Baloo is speaking, the Cubs look at one another and nod in assent.)

(The Cubs then crawl round in their circle, clockwise, and say the following words twice, keeping movement and words in time.)

Cubs: "We hear the Law, we hear the Law, and we'll-learn-the Law, we'll-learn- the Law."

(Repeat).

(The Cubs turn to face Baloo, sitting back on their heels and giving emphasis to the words underlined by hitting one fist into the palm of the other hand.)

Cubs: "And we'll do our best, Baloo, to keep the Law." (An extra big thump is given on the word "Keep".)

Baloo: "Well said, little brothers, well said." (Then turning to any Cub he chooses in the circle): "Little brother, what is the second Cub Law?"

Cub: "The Cub respects himself."

(Baloo repeats this question to another Cub, or to two more if the circle is large. To any of the answers throughout he may reply -- "That's right!", "Good!", etc., if he chooses.)

Baloo: (to a different Cub) "What is the meaning of this Law?"

Cub: "Think first of others."

Baloo: (to another Cub) "And?"

Cub: "Keep on trying."

(These questions and answers are repeated as above.)

Baloo: (to another Cub): "What is the first Cub Law?"

Cub: "The Cub respects the Old Wolf."

Baloo: "Now, little brothers, all together -- What is the meaning of the first Cub Law?"

Cubs: (Quickly changing from sitting on their heels to the squatting position and throwing up their heads like a dog howling): "Obey-ey-ey! Obey-ey-ey! Obey-ey-ey!"

(Baloo then waves them away and they scamper back to their lairs, while Baloo ambles out of the clearing again.)

(Baloo should see to it that as many different Cubs as possible are asked a question.)

The Dance Of Bagheera

Bagheera was the black panther who could climb trees, or creep silently and quite unseen in the shadows by night. He was the crafty and skilful hunter, brave and enduring.

Although he could be fierce and terrible when he liked, he had a kind heart, and he taught Mowgli how to hunt and get his food.

For the Bagheera Dance each Cub becomes a panther.

The Pack being in the Parade Circle, each Cub moves along in a crouching position, looking out to the right and left for game to hunt. Suddenly game is in sight. Every Cub squats down, turning his head and gazing towards the centre of the circle, where he must imagine there is a deer feeding. In order not to be seen, he quietly gets on to all fours, and turns towards the centre, and then crawls backwards a few paces, in order to get a little farther away from the deer, so as not to frighten him. Then every Cub begins to crawl slowly towards the centre. As they get nearer, all creep closer to the ground and move slowly. When they get near, all lie flat till the leader says "Now!" when they all spring forward on to the imaginary deer with a yell, seize him and tear him to pieces. They all fall outwards and run jumping back to their places in the Parade Circle, carrying and biting imaginary lumps of deer meat.

During the dance every Cub must watch the leader, and instantly do the same thing he does.

There must be plenty of space for this Dance to be effective. It is 100 per cent better out of doors.

Notes

1. The 'crouching position' is first standing on your feet, bending your body over with your hands loose in front of you, not quite touching the ground.
2. When you 'squat', it is simpler to get down on all fours.
3. It is worth providing something to represent the deer, even if it is only a paper bag or a piece of crumpled-up brown paper.
4. Choose one of the Sixers as leader. The Pack must realize that the success of the Dance largely depends upon each Cub exactly following his leader's movements and being careful not to get ahead of him.
5. The Jungle Dances are not just things for little kids, as some people try or make us believe. It's not everyone who can turn himself into a bear or panther when he pleases, and really be a bear or panther except for just the shaggy coat or the spotted skin.
6. Variations can be arrived at by combining this Dance with various kinds of stalking games, which will, however, necessitate discarding the circle formation.

The Hunger Dance Of Kaa The Python

The leader will be Kaa's head, and the rest of the Pack will tail on behind him, each holding the Cub in front of him, and will follow the head wherever it goes, moving as slowly as possible, and keeping step with the Cub in front of him.

The head will quietly glide along on a track like the figure of eight, and will then wind his tail up into a circle, gradually getting smaller and smaller, until he turns round and works his way out again in the figure which the Scouts call the "Spiral".

Every Cub will keep on hissing during the whole performance, and will walk on the tips of his toes without making the slightest noise, so that the whole body sounds like a snake rustling through the grass, making occasionally the louder hiss which is a snake's way of calling to his friends.

When Kaa has thus coiled and uncoiled himself, the leader gives the command "Bandarlog," and at once the snake breaks up and each Cub runs about in his own way, imitating the monkeys.

One will run as if on urgent business in a certain direction and will suddenly stop, sit down, and look at the sky. Another will dance on all fours round and round without any real object. Another will hunt his own tail. Others will climb imaginary branches and sit down and scratch in the middle of it. One will keep running round in a figure of eight. Another will creep on all fours up to some imaginary enemy and then suddenly sit down and look up at the stars. Another runs after his own tail, walks a few paces, and then runs after his tail again. Another will keep prancing, pick up an imaginary straw and examine it and prance again. Another turns head over heels, sits up and scratches himself. Another will walk very hurriedly for a few paces as if on important business, stop, forget what he was going for, scratch his head and walk rapidly again in a new direction, and do the same thing over again.

In fact, do any silly thing you like such as monkeys do -- but don't take any interest in what anybody else is doing. Be very busy all the time and do all the different things in turn. The whole time you keep on giving the monkey's call. All will be in a state of confusion doing aimlessly silly things, and all will at the same time give the monkey's cry -- "Goorrukk, goorrukk how, how, goorrukk."

Suddenly, the leader shouts "Kaa." The monkeys freeze with horror, for they know, only too well, what their terrible enemy will do to them.

The Cub who forms Kaa's head stands up with arms outstretched, thumbs clasped, head down, and slowly swings his body to and fro. He hisses once, and all the monkeys take an unwilling step forward. He points out one of them. The frightened victim crawls forward between his legs and is "swallowed," and then tails on behind the leader, as in the first part of the Dance. Perhaps a dozen monkeys go this way, one after the other, and so re-form the body of Kaa; the others slowly move round to the back and retake their places as his tail. When all have joined up, the snake moves heavily round in a circle, and then lies down and goes to sleep after his heavy meal.

This is done by all lying down, one after the other, starting with the leader, each Cub resting his head on the back of the fellow in front of him. At the call of "Pack! Pack! Pack!" everybody jumps up, shouts the answer "Pack!" and forms Parade Circle.

Notes

1. Some Cubs hold on to each other by the shoulders... Some Packs prefer to hold by the waist. It is also better for the Cubs to have their heads well down rather than held erect.
2. Emphasize the frozen horror of each monkey when the dreaded call of "Kaa!" is heard. He must keep very still, with eyes glued to Kaa, until Kaa points to him.
3. When Kaa goes to sleep at the end, it is rather easier if the Pack kneels, one Cub after the other, as the preliminary to lying down.

Variation (for a small Pack)

A small Pack will find that a much more snake-like appearance is obtained by allowing the Cubs to hold hands, instead of placing them on the shoulders of the boy in front.

The Cubs stand in a line according to size, and clasp hands stretching the right hand forward and the left hand back. Bending slightly, they move forward in step, advancing with the right foot only and bringing the left foot up to it. Both knees should be slightly bent. A nice slithering jointed snake should result.

In a small Pack each Cub can be "swallowed" under the legs of the leader, but of the leader only, the first victim being the smallest boy, since he eventually becomes the tail end. The second smallest is then swallowed, and joins on between the smallest and the leader; the third, between the leader and the second; and so on up to the tallest.

If they then clasp right and left hands as before, they are in the right position for lying down in a jointed snake-like manner, or if each Cub steps over the joined hands in front of him, they are ready for "Skinning the Snake."

The Dance Of Tabaqui

Tabaqui is the jackal, a sneaking sort of a fellow. He is afraid to go about alone, so he always keeps near his fellow jackals; although he tries to look like a wolf, he never hunts or earns his food like one, but sneaks about trying to steal or beg it from others. Then when he has got it he is not a bit grateful, but runs about yapping and yelling, disturbing the game and making a regular nuisance of himself. There are lots of boys like Tabaqui who rush about yelling and making little asses of themselves and bothering people, always ready to beg for a penny or a bit of grub, but never anxious to do any work. They are quite ready to jeer or throw mud at people if they are at a safe distance away, but are awful little cowards really.

I hope no Cub will ever deserve to be called Tabaqui.

Then there is Shere Kan. He was the big ferocious-looking tiger. An awful bully. He was not clever enough to hunt and catch wild game, so he used to sneak about near a village and kill poor little calves and goats, and even a defenceless old man -- if he could catch him asleep. Otherwise he was desperately afraid of man.

Well, the Tabaqui thought a tremendous lot of Shere Khan. They followed him about, and though he bullied them they kept telling him he was King of the Jungle and the finest fellow on earth. Of course they did this in order that he should give them a bit of his kill when he was eating it. I have known Shere Khans among boys -- big ferocious-looking boys who bullied the smaller ones in order to get what they wanted out of the, but they were arrant cowards really if the small boy would only stick up to them.

In the Tabaqui Dance the Pack is divided into two sections. Half of the Cubs -- with a leader who is Shere Khan -- are the Tabaqui, the others are the Wolves, who, of course, have Mowgli with them.

The Tabaqui and Shere Khan do their part first, so while the Wolves lie and wait at one end of the room (or field), the jackals form a circle round Shere Khan, who prances proudly in the centre; swaggers for all he is worth; and seems to challenge any and everyone to come on and fight. "I'm Shere Khan, the Tiger King," he snarls, and the jackals, as they move around him, murmur "Jackal, Jackal."

Suddenly a Tabaqui leaves the circle, sneaks up to Shere Khan and bows most humbly to him. Shere Khan, just for the bullying fun of the thing, aims a kick at his follower. The jackal dodges the kick, bows low again as if to say "Thank you" and runs back to his place. All this time he has been where Shere Khan can see him, but when he gets behind the tiger a great change comes over him -- he stops cringing (that is, bending humbly) and makes a face at Shere Khan.

They're a nice Cubby set of people, aren't they? But look! The Wolves are moving. They sweep down on the Tabaqui and each of them carries off one of these little sneaks. When the noise and scuffle have died away, and the Wolves with their captives are lying quiet again, Shere Khan, who was just a little nervous during the tumult, looks around him, sees that he is alone and thinks to himself: "I'm greater than even I thought I was." "I'm Shere Khan, the Tiger King", he roars, hoping that all the Jungle Folk will hear him and believe him.

The Jungle Folk might believe him, but Mowgli has always known the Tiger to be just a cowardly bully. He comes across now, very slowly, with one arm outstretched (a finger pointing) and his eyes on those of the tiger. Shere Khan cannot look at Man. He is afraid, and though he goes on saying that he is the Tiger King, he gradually cringes down till he is flat at Mowgli's feet.

The Dance is over, and the whole Pack rushes in to form Parade Circle.

You may feel that it is rather a difficult Dance, but it is well worth trying, for keen Cubs can make it very real and exciting. Others can, of course, spoil it altogether by playing about and not even trying to act. The whole success or failure rests on one thing, Cubs: you either want to show that you, for one, don't like sneaks or bullies, or you haven't worried to think!

Notes:

1. Don't let Shere Khan repeat "I am Shere Khan, the Tiger King," too often. In between, he should be snarling and growling, and sometimes just prowling about impatiently.
2. The call "Jackal! Jackal!" should be a high squeak on one note, starting quite softly but gradually getting louder and louder.
3. The Dance is often dragged out too long because the Wolves do not start from their lair early enough. Let them start out quite soon after the Tabaqui have started their cries of "Jackal! Jackal!" and surround them before pouncing on them and bearing them off.
4. This Dance holds more appeal for Cubs if all the actions and cries are mimetic. The call "Jackal! Jackal!" is then replaced by the yapping of jackals rather after the fashion of a hungry puppy who is trying to ingratiate himself with his master. Shere Khan says no words, but conveys their meaning by the tone and strength of his roars.

Variation

A very effective opening is as follows. The Wolves and Tabaqui are sitting quietly in their corners, Tabaqui keeping a sharp lookout for Shere Khan. The Wolves are not interested in that, but busy in a quiet way on their own affairs with Mowgli.

Shere Khan comes on alone, stalking an imaginary prey. Very quietly he advances until the time comes to spring upon it. He then rends his prey, and makes an excellent meal == but don't let him be too long about it! After his meal he falls asleep in the middle of the clearing.

The moment they see that Shere Khan is asleep the Tabaqui creep out in single file until they have formed a circle round Shere Khan. Excitement increases as they see the tempting remains of his meal, and they start to call softly "Jackal! Jackal!" and to run round the circle. As they grow bolder the noise increases, and one or two of the bolder spirits dart into the circle and snatch a piece of meat. At this stage the Wolves, disturbed by the noise, stop their

business and attend to what is going on in the clearing. When the chattering is at its height Shere Khan wakes up, and in a great rage at being disturbed leaps to his feet shouting: "I am Shere Khan, the Tiger King."

Then the Dance proceeds as in the Handbook.

The Dance Of Shere Khan's Death

Now back to the Jungle for the Dance of Shere Khan's Death. The bullying tiger's last day came when rudely awakened from a sleep in a dry ravine of the Waingunga River. At dawn he had killed and eaten a pig, and had drunk, too. Mowgli, with the help of Akela and Grey Brother, divided a herd of buffalo in two, and drove them into the ravine from opposite ends. Shere Khan, unable to clamber up the sides of the ravine after his big meal, was trampled to death beneath the feet of the terrified buffaloes. It was a dog's death. Now for the Dance. First the Pack form a circle, and turning to the left walk round singing the following words to the tune of Frere Jacques:

Mowgli's hunting,
Mowgli's hunting,
Killed Shere Khan,
Killed Shere Khan,
Skinned the Cattle-eater,
Skinned the Cattle-eater,
Rah-rah-rah!
Rah-rah-rah!

(For after Shere Khan was dead Mowgli skinned him, although he had a quarrel with old Buldeo the Hunter first, and had to ask Grey Brother to hold the man to the ground until he promised to go away. Mowgli took the skin to the Council Rock afterwards, as you know.) Now return to the song. One step is taken to each line, and the song is immediately repeated, with everyone turning about and moving in the opposite direction. The actions are as follows: Line 1, move off with right foot and right hand; the hand is held to shade the eyes in the attitude of a Scout peering over the country. Line 2, repeat with left hand. Line 3, a vigorous stabbing movement with the right hand, as though stabbing the tiger. Line 4, repeat. Line 5, both hands raised in front of face, imitate action of skinning by tearing the hide apart. Line 6, repeat. Line 7, dance round to the right, waving the arm above the head. Line 8, repeat.

For the second part, Cubs get down on all fours facing to the centre of the circle, with the leader outside. This part of the dance consists of a series of taunts to the dead tiger by the leader, the Pack responding to each by growling and crawling a little towards the centre of the circle. There are four taunts in all. Both taunts and growls start fairly softly and increase gradually in noise and anger. There should be no movement or sound from the Pack between the growls. The four taunts are: Lungri, Frog-eater, Burned Beast of the Jungle, Hunter of little naked Man Cubs! By the time of the fourth growl the Pack should have reached the Rock Circle.

You begin the third part of the Dance by kneeling back on your haunches, hands hanging loosely by the sides. The leader should already be in place in the centre by the Council Rock.

He kneels back in the same way, stretches both hands above his head, and says slowly and dramatically, "Shere Khan is DEAD!"

The Pack then stretch their arms up in the same position and, taking their time from him and keeping their hands in the same position, bow forward three times till heads and hands touch the ground, saying "Dead-dead-dead!" Then all jump up and shout "Hurrah!" excitedly three times, and dorp to the ground as though shot in mid-air. After lying in dead silence for about five seconds the signal is given to get up, and the Dance of Death is over. The Dance is not nearly so hard as it sounds from the description, and if each part is tried separately before putting them all together, any Pack can learn it.

If you want to entertain your fathers and mothers and friends, it is good to do the Dance of Tabaqui, and immediately afterwards the Dance of Shere Khan's Death, only somebody should explain the story first.

Notes

1. This is a dance of pure triumph, and is no time for being gentle and ladylike.
2. Part I:
 - Lines 3,4. Use the right hand each time for stabbing. And a real stab, not a pat, otherwise you will never get through an animal's tough hide.
 - Lines 5,6. Elbows out at each side on a level with the face, fingers outwards. Pull the hands apart with a real physical effort so as to expand the chest and take the shoulders as far back as they will go. Some Cubs do this as if they were drawing the bedroom curtains unwillingly in the morning! You may prefer dropping on one knee for these lines, slitting the imaginary hide and then rending it apart.
 - Lines 7,8. A real war-dance of joy and a shout!
3. Part 2. Allow plenty of room between each Cub and practise moving in quite a short distance each time, so that the Pack is just in Rock Circle for Part 3.

Variation One

Instead of Parts 2 and 3 as in the Handbook, the following has been found effective:

At the commencement of Part 2, Mowgli is outside the circle, with Shere Khan's skin on his head. Pack as in Handbook. Mowgli enters circle of waiting Wolves and casts the skin on the Council Rock. Then the taunts begin and the Wolves respond, exactly as in the Handbook, but Mowgli is already within the Circle and ready for Part 3.

At the end of Part 2 Mowgli falls excitedly upon the skin. Then, while still on his knees, he raised his body and flings up his hands in triumph, crying, "Shere Khan is dead!" The Wolves throw up their hands and howl to the Moon, "Dead! Dead! Dead!" and proceed just as in the Handbook.

Variation Two

There is another version of this dance which some may prefer. The actions are the same, but, instead of singing the words "Mowgli's hunting", utter them in as dramatic a way as possible almost whispering the first couplet, increasing the volume on each line and so working up to the final yell of triumph. When you come to the yell at the end, instead of shouting "Rah-rah-rah!" and dancing around, throw up your arms and heads with a great shout of "Woof!"

You can, if you like, repeat this cry of joy at the end of the dance instead of the word "Hurrah!" But the great thing to remember is that it really is a fine piece of acting if you put every ounce of yourself into it.

Jungle Dances and their Variations
B.P. House
England.