

# Kickingbird District

## March 2008 Cub Scout Roundtable

April Theme: Abracadabra  
Webelos Activity Badges: Sportsman & Family Member

### *Cub Scout Roundtable Leaders' Guide*

Cub Scouts love to amaze and be amazed!! This month, the boys will discover the secrets of the magician's art as they demonstrate magical illusions and learn new tricks with cards, coins and other everyday magical objects. Visit a magic shop or invite a magician to your den or pack meeting magic show. This is a good month to hold your Space Derby.

### *Cub Scout Roundtable Leaders' Guide*

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

- ✓ **Personal Achievement**, Boys will have a sense of accomplishment in learning and demonstrating simple magic tricks.
- ✓ **Fun and Adventure**, Boys will have fun presenting magic tricks for fiends and family.
- ✓ **Family Understanding**, Families will offer support and encouragement as the boys learn and practice their magic tricks.

**The core value highlighted this month is:**

- ✓ **Courage**, Boys will learn that tricks are fun, but in real life they need to do what is right regardless of how hard it is.

**Can you think of others???** **Hint** – look in your **Cub Scout Program Helps**. It lists different ones!! All the items on both lists are applicable!! You could probably list all twelve if you thought about it!!

This month's theme is supported by a wonderful collection of stunts, tricks, and puzzles in an official BSA publication, [Cub Scout Magic](#), by Francis J. Rigney available from Scoutstuff.org for only \$8.99.



National makes a patch for every Cub Scout Monthly theme. This is the one for this theme. Check them out at [www.scoutstuff.org](http://www.scoutstuff.org) go to patches and look for 2006 Cub Scout Monthly Theme Emblems.

## **TRAINING TIP**

### **The Centennial Quality Unit Award**



#### **Did your pack win this award?**

If YES, Great, congratulations!. Make sure that every boy and every leader gets the patch to wear on his/her uniform. We are all proud of you and everyone who contributed to making your pack go!

If you tried but came up short on a couple items, that's still a good sign. In fact you may be better off than those who got the award. I'll show you why as we go on. You may find out that you can use it as a springboard to do a pack makeover.

If you didn't even try, then I've got a special message for you. Your pack is missing out on one of the best tools to make your pack exactly what you want it to become. Forget about what National, your Council or those district guys want.

**This can help your gang achieve your goals.**

#### **What are you going to do about it now?**

Winning or not-winning the CQUA is not really that important. It's only about a badge: another little do-dad to hang on your uniform. What really matters is what the whole effort of filing the application, working to succeed and then getting the results will mean to the success or failure of your efforts as leaders. What you do about it right now is more important than anything else.

I'm sure that none of you do this Scouting stuff solely to get more badges. I know some of you put in considerably more time than the advertised one hour a week. You deserve to have all your efforts succeed in having boys grow into the kinds of men you will be proud of. Your pack might be very efficient at this or much of what you leaders do may be just a lot spinning wheels and not a lot of progress.

The results of your CQUA experience can tell you a lot of how successful your pack is in reaching your real goals. Let's look at each of the six requirements and see what the results can divulge about your pack.

Each of the 6 requirements on that 2007 form attempts to measure a symptom of the health of your pack. Your real goal should be to improve your pack operation and not to obscure or cover up the symptom so that no one notices it.

#### **1. We will have \_\_\_ percent of our direct contact leaders complete Basic Leader Training for their position, including Youth Protection Training.**

Let's face it; an untrained leader is probably not going to be successful. By now every one of your direct contact leaders – Cubmaster, den leaders and ALL ASSISTANTS should be trained – NLE, job-specific and YP.

You don't have assistants for every den? Why not? What will happen if a trained leader moves, gets sick, gets divorced or wins the lottery and flees to Tahiti? What will happen to those boys left behind? Will the den, or even the whole pack, flounder or just muddle around until someone finds a suitable replacement. How many boys and how many families will give up?

#### **What are you going to do about that now?**

How effective is your Pack Trainer or do you even have one? A good PT can and should work with district folk to facilitate training and get reluctant leaders to attend. Remember, it's especially frustrating for trained leaders to work with an untrained and uncooperative committee. If you want your pack to work as a well-oiled machine then get your committee to training as well.

#### **2. As one of the committed units in our district, our goal is to retain \_\_\_ percent of our members, recruit \_\_\_ new youth, and recharter on time.**

If most boys and families stay in your pack until they graduate out then your pack is doing fine. Don't change! Good retention is the gold star for pack leadership.

If your pack has troubles keeping boys and families in the program, then your top priority is to find out why and then do something about it.

Many packs lose entire dens. How can you lose a whole den? Did the den leader leave and there was no replacement? Was the den program weak and the boys just stopped coming? Did the DL get the training and get support from pack leaders, the committee and parents? Find out what went wrong. One of the reasons to have regular den participation at pack meeting is to keep pack leaders aware of den health.

Boys who drop out make it harder to recruit new ones. The word gets out on the street that your program is not worth, the time and effort. When they first joined, you promised them it would be fun and challenging. Did you and the other leaders keep that promise? Was every meeting fun and exiting? Was every outing an adventure?

### **What are you going to do about that now?**

**First Aid Analogy: STOP THE HEMORRHAGE!**

### **3. As a participating unit in the national parent initiative, we commit to recruit \_\_\_ new adults to be active.**

OK, it's got quaint wording. You may or may not care about the national parent initiative, **but you do care about the future of your pack.** As families join, get the parents involved in making the pack go.

Have a plan to bring them into the fold. Ensure that every family is aware of the Parent's Agreement and understands their obligations when we accept their application to join. The longer we wait the harder it becomes to involve parents. Recruit the parent along with the boy.

Parents and other close family members have a relatively narrow window of a few years to open the door to their boy's future – to shape his character, help set his life's goals and how he will react to his next set of influencers. These Tiger and Cub Scout years are the time for parents to spend as much time as they can with him, to lead him into positive activities, to get to know his friends and his friends' families. Cub Scouting gives parents a wonderful set of tools to do exactly these things.

**Every boy should see his parent(s) be good role models who make the pack go.**

### **What are you going to do about that now?**

### **4. We had a minimum of 60 percent of our youth members advance in rank for Cub Scouting or we improved by 10 percent over last year.**

It's hard to make the 60% if half the boys drop out before your Blue and Gold banquet. Solve any retention problems before you tackle advancement. I have heard the urban myth thing that poor advancement is supposed to cause poor retention. That just doesn't make much sense. I can not imagine there are that many boys having lots of fun and adventure but not advancing in rank and then dropping out because they didn't get their Wolf or Bear badge.

It's more likely to be the other way around, or that both advancement and retention depend on good programming and good leadership. Boys who have fun and find adventure in Cub Scouts stay in and do advance. Those who don't will likely quit and, of course, won't advance.

Advancement requires parent participation for Bobcat, Tiger, Wolf and Bear. It gives families opportunities to share growing experiences and challenging activities with their sons. Try not to push book work into your den meetings. It becomes too much like school. Also, the boy is more likely to do more of the reading if he does it at home with his family. Do everything you can to get advancement into the boys' homes. It will take some good salesmanship by both den and pack leaders but it will be worth the effort.

Webelos Activity Badge work is different. You shouldn't expect mortal Webelos den leaders to be masters of all twenty subjects. Get them help. Scour your pack records and your neighborhood to find some resources for each badge. I have noticed that Webelos dens are less likely to have assistant leaders than other dens, and fewer of them are trained. Check this out in your pack.

### **What are you going to do about that now?**

Take a critical look at how your pack celebrates advancement. Do your ceremonies resemble the Academy Awards or are they more like a visit to a dentist? Who gets the most recognition in your pack? New member who earns Bobcat? Boy and parent who earn Tiger? Boy who earns Arrow of Light? Winner of Pinewood Derby?

**Who should?**

## **5. At least 70 percent of our youth members had an outdoor experience or one activity per month, or improve the percentage over last year.**

I understand that the first sentence has been interpreted so many different ways that it may be difficult to know if your record is meaningful or not. A lot depends on the environment and the character of the community, and which boys and which activities were counted.

Regular attendance, however, is an excellent indicator of how good your program plays to boys and families. Boys and families will attend if your program seems important to them. Boys and families stay if they regularly attend.

There are several ways that top leaders have promoted regular participation:

1. Sean Scott of San Diego put on big productions at pack meetings so that people wanted to attend.
2. Cliff Golden of DeKalb IL loads his troop calendar with a variety of activities so that boys have more opportunities and choices.
3. Many packs make sure that everyone has a role to play at pack meetings and other activities.

These all require a good sized team of leaders and well organized plans. Does your pack have enough leaders and how thoroughly do you plan your program?

Every good pack I have seen in my forty-five years of Scouting has had an impressive outdoor program. They typically run one or more special pack activities every month and even more in summer to fit in with family schedules.

## **6. We will conduct annual program planning and will provide the financial resources to deliver a quality program to our members.**

The most important responsibility that leaders have in Cub Scouting is program planning. The quality of the Cub Scout experience each boy receives will depend on how leaders schedule and carry out the essential planning procedures.

If you want your pack program to be more fun, more party-like and more exciting for all family members, try holding a **masterminding gala extravaganza** for your next annual planning session. Make it party with games, skits and run-ons – even costumes. Make it FUN.

One of your planning items should include just how your pack will recharter next year. Who will do it; where are the records and how will you pay for it? Sort of a budget item?

**What are YOU going to do about that now?**

## **PACK ADMIN HELPS**

### **Positive values Emphasis**

*From my info for preparing future theme material*

The aims of the Boys Scouts of America are to develop character, citizenship, and personal fitness (including mental, spiritual, and physical fitness) in today's youth. All activities – including den, pack, troop or crew meeting programs, adult training events or committee meetings, camp programs and campfire programs contribute to the aims of Scouting.

Every Scouting activity should be a positive experience in which youth and leaders feel emotionally secure and find support from their peers and leaders. Everything we do with our Scouts – including songs, skits, and ceremonies – should be positive, meaningful, and should not contradict the philosophy expressed in the Cub Scout Promise and the Law of the Pack.

REMEMBER TO:

- Reinforce the values of Scouting.
- Get the whole group involved.
- Make everyone feel good.
- Be positive.
- Everything should be meaningful.
- Teach the ideals and goals of Scouting
- Use age-appropriate activities.

### **Guidelines to Determine Appropriate Scouting Activities**

- Cheers, songs, skits, stories, games and ceremonies should build self-esteem and be age-appropriate.
- Name-calling, put-downs, or hazing are not appropriate.
- References to undergarments, nudity, or bodily functions are not acceptable.
- Cross-gender impersonations are not appropriate.

- Derogatory references to ethnic or cultural backgrounds, economic situations, and disabilities are not acceptable.
- Alcohol, drugs, gangs, guns, suicide, and other sensitive social issues are not appropriate subjects.
- Refrain from “inside jokes” which are exclusionary to the audience.
- Wasteful, ill-mannered, or improper use of food or water should not be used.
- The lyrics to the following patriotic songs should not be changed: “America”, “America the Beautiful God Bless America”, and “The Star- Spangled Banner.”
- Similar respect should be shown for hymns and other spiritual songs.
- Avoid scary stories and bad language.
- Model the values of BSA and set a high standard for appropriateness in ALL Scouting activities.

**IF IN DOUBT, TAKE IT OUT!**

## **Knot of the Month**

### **PACK TRAINER AWARD**

*Note: tenure and performance requirements for this award may not be met retroactively.*



#### **TRAINING:**

1. Fast Start training for the Pack Committee
2. Complete NLE and be familiar with & able to explain the key elements of Leader Specific Training for all volunteer positions in the pack.
3. Complete Youth Protection Training
4. Participate in a TDC.

#### **TENURE:**

1. Complete 2 years as a registered Pack Trainer

#### **PERFORMANCE:**

1. Participate in a CS leader Pow Wow or University of Scouting during each year of tenure for this award.
2. Have CS Roundtable staff certify your attendance for at least 30% of the roundtables during each year of your tenure for this award.
3. Attain 100% trained leadership within the pack for the committee chairman, Cubmaster and all the den leaders.
4. Have a working plan in place for delivering Fast Start training to new leaders within 48 hours of their joining your pack.
5. Have a working plan in place for helping leaders who have not taken basic training to attend New Leader Essentials and leader specific training.
6. Keep and update training records of all leaders in your pack.
7. During the pack annual program planning meeting, be available to answer questions about training courses.
8. Review ongoing pack leadership training status and provide leaders with updates on any available supplemental training.

# SPECIAL OPPORTUNITY

## Cub Scout Outdoor Activity Award



***Day Camp or Resident camp is a requirement for this award for all ranks!!! Boys want to go to camp – let's get them there!!***

Tiger Cubs, Wolf and Bear Cub Scouts, and Webelos Scouts have the opportunity to earn the Cub Scout Outdoor Activity Award. Boys may earn the award in each of the program years as long as the requirements are completed each year. The first time the award is earned, the boy will receive the pocket flap award, which is to be worn on the right pocket flap of the uniform shirt.

Each successive time the award is earned, a wolf track pin may be added to the flap. Leaders should encourage boys to build on skills and experiences from previous years when working on the award for a successive year.

### **Requirements All Ranks**

Attend Cub Scout day camp or Cub Scout/Webelos Scout resident camp. (To be completed after September 1, 2004. Award was launched in late August 2004)

### **Rank-Specific**

#### **Tiger Cubs**

Complete one requirement in Achievement 5, "Let's Go Outdoors" (Tiger Cub Handbook) and complete three of the outdoor activities listed below.

#### **Wolf Cub Scouts**

Assemble the "Six Essentials for Going Outdoors" (Wolf Handbook, Elective 23b) and discuss their purpose, and complete four of the outdoor activities listed below.

#### **Bear Cub Scouts**

Earn the Cub Scout Leave No Trace Award (Bear Handbook, Elective 25h) and compete five of the outdoor activities listed below.

#### **Webelos Scouts**

Earn the Outdoorsman Activity Badge (Webelos Handbook) and complete six of the outdoor activities listed below.

### **Outdoor Activities**

With your den, pack, or family:

1. Participate in a nature hike in your local area. This can be on an organized, marked trail, or just a hike to observe nature in your area.
2. Participate in an outdoor activity such as a picnic or park fun day.
3. Explain the buddy system and tell what to do if lost. Explain the importance of cooperation.
4. Attend a pack overnigher. Be responsible by being prepared for the event.
5. Complete an outdoor service project in your community.
6. Complete a nature/conservation project in your area. This project should involve improving, beautifying, or supporting natural habitats. Discuss how this project helped you to respect nature.
7. Earn the Summertime Pack Award.
8. Participate in a nature observation activity. Describe or illustrate and display your observations at a den or pack meeting.
9. Participate in an outdoor aquatic activity. This can be an organized swim meet or just a den or pack swim.
10. Participate in an outdoor campfire program. Perform in a skit, sing a song, or take part in a ceremony.
11. Participate in an outdoor sporting event.
12. Participate in an outdoor Scout's Own or other worship service.
13. Explore a local city, county, state, or national park. Discuss with your den how a good citizen obeys the park rules.

# GATHERING ACTIVITIES

## Tricks of the Trade Word Search

*Alice, Golden Empire Council*

Find the words in this word search that all have to do with magic – the words can be vertical, horizontal or diagonal

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

Abracadabra	Rabbit	Apparatus
Rope	Cards	Secret
Coin	Spell	Disappear
Top Hat	Illusion	Trick
Levitation	Wand	Magician

## Abracadabra – A Magical Word

*Alice, Golden Empire Council*

Give each family or den a paper with **Abracadabra** spelled out vertically along the left side. They must come up with a word that has to do with magic for each letter. Winning team is the one that finishes first or has the most answers.

# OPENING CEREMONIES

## Magical Symbols

*Alice, Golden Empire Council*

- Cub # 1:** (*Wearing a Top Hat*) This top hat reminds many people of a magician, especially when a rabbit comes out!
- Cub # 2:** (*Showing off a Magic Wand*) The Magic Wand is a very important tool for a magician.
- Cub # 3:** (*Holding a rope*) Many Magicians also use a rope in their tricks.
- Cub # 4:** (*Showing off a deck of cards*) Lots of magical tricks are done with a deck of cards.
- Cub # 5:** (*Showing off a coin in his palm*) And even though it's even smaller, lots of tricks can be done with just a coin!
- Cub # 6:** (*Holding up a scarf like that used in Magic Acts*) Sometimes this scarf can be used in a magic act!
- Narrator:** The boys have shown you some magical symbols, including a Magician's scarf. There is another symbol that has a special meaning for all of us – our Flag.

## MAGIC CARDS OPENING CEREMONY

*Sam Houston Area Council*

**Cast:** 5 Cub Scouts

**Equipment:** 5 cards, each with one letter of the word MAGIC written on it, and the corresponding sentence written on the back in LARGE print. Perhaps an appropriate picture drawn on the front, too.

**Cub # 1:** M Magnificent Cub Scouts

**Cub # 2:** A Amaze friends and family with

**Cub # 3:** G Great and mystical

**Cub # 4:** I Illusions! You will be...

**Cub # 5:** C Captivated! Please stand and join us in the Pledge of Allegiance

**Or, with the same 5 cards:**

**Cub # 1:** M M is for the many hours we have practiced.

**Cub # 2:** A A is for our audience – that's you!

**Cub # 3:** G G is for the great time we hope you'll have tonight.

**Cub # 4:** I I is for the interesting tricks you will see.

**Cub # 5:** C C is for the Cub Scout program where you get to try new things

**CM** And that spells MAGIC. Magic is the theme for tonight's pack ~~meeting~~ **SHOW**. So sit back, relax and prepare to be amazed!

*Perhaps you can work out some transitional words that will let your Cubs use both sets of meanings!!*

## The Magic of America

*Capital Area Council*

A Cub Scout or Webelos Den Carries in the flag and posts it. Each boy takes a turn reading the following:

**Cub # 1:** It's great to be an American, this is greatly known and the beauty of this land has a magic all its own.

**Cub # 2:** The magic of America does not come from a magic spell. It comes from you and me who love it so well.

**Cub # 3:** The wave of a magic wand did not buy us liberty. Great men and women died, so we might all live free.

**Cub # 4:** So let us all now pledge to always do our part, for the magic of America lies deep within our heart.

**CM:** Everyone please stand and recite the Pledge of Allegiance.

## Cub Magic

*Capital Area Council*

**Personnel:** 8 Cub Scouts

**Equipment:** Eight Cards spelling C-U-B-M-A-G-I-C.

**Setting:** Cubs stand in line holding cards to turn over before reading their part.

**Cub # 1:** C – is for comradeship, we learn to get along.

**Cub # 2:** U – is for unity, together we are strong.

**Cub # 3:** B – is for boys, wild and woolly but always polite.

**Cub # 4:** M – is for merits, which we always have in sight.

**Cub # 5:** A – is for adventure, what we're always looking for.

**Cub # 6:** G – is for growth, to open every door.

**Cub # 7:** I – is for integrity, for all the world to see.

**Cub # 8:** C – is for Cub Scout, which we are all glad to be

## AUDIENCE PARTICIPATIONS

### The Reluctant Rabbit

*Capital Area Council*

Divide audience into four groups.  
Assign each group a word and a response.  
Practice as you make assignments.

**Joe:** Abracadabra  
**Rabbit:** Flop hands like ears and wiggle nose  
**Hat:** Tip imaginary hat  
**Dog:** Woof

**Joe** was very busy. It was only a few days until the Pack Meeting and he was still trying to perfect his disappearing **Rabbit** trick. All the other Cub Scouts already had their tricks ready. But **Joe** was having a little trouble. He had his black top **Hat** and a very nice little **Rabbit** and **Joe** even knew exactly how to do the **Rabbit** in the **Hat** trick, but the **Rabbit** would not cooperate.

Just then, **Joe's Dog** came bounding into the room. "Woof," said the **Dog**. He was a very large **Dog** and the minute the **Rabbit** saw him, he bolted under the bed, toppling the **Hat** and just about knocking **JOE** off the bed. "**Dog**," shouted **Joe**, "Get down! You keep scaring my **Rabbit**. And I already have enough trouble with him." The **Dog** hung his head in shame. He was really a very good **Dog** and did not mean to scare the **Rabbit**. **Joe** reached under the bed and pulled out the **Rabbit**. **Joe** petted the **Rabbit** and soon he was calm. "Now, let's practice," **Joe** said. He took the **Hat** and after waving the magic wand a few times he put the **Rabbit** into the **Hat**. But the **Rabbit** would not stay in the **Hat**. **Joe's Dog** sat quietly and watched. Nothing **Joe** did seemed to help.

**Joe** was getting very frustrated. He put the **Hat** on his own head and sat down on the bed. The **Hat** fell down around **Joe's** eyes so he could not see. "Boy it's dark in here," he said. That was when it hit him. The **Rabbit** had claustrophobia and was afraid of the dark! Every time **Joe** put him in the **Hat**, the **Rabbit** got very nervous and tried to escape. **Joe** patted his **Dog** on the head and thought and thought. He didn't have time to train another **Rabbit**. What could he do?

Then **Joe** had a bright idea. He opened the top drawer of his bureau and began searching through all his stuff. His **Dog** came over to help. Soon **Joe** found what he was looking for—his penlight. He put it in the bottom of the **Hat** and turned on the light.

Then he took the **Rabbit** waved the magic wand and stuffed the **Rabbit** into the **Hat**. This time, with the light to keep him calm, the **Rabbit** stayed.

"Hurray!" shouted **Joe**. "Now I can do my trick!" And sure enough, the **Rabbit** had disappeared; the **Hat** was empty! Even the **Dog** was surprised.

# ADVANCEMENT CEREMONIES

## THE MAGIC OF CUB SCOUTING

*Sam Houston Area Council*

Assistant Cubmaster (approaches Cubmaster, waving two tickets) Hey, look what I just got!

Cubmaster: Wow, you sure are excited. Did you just win Texans (*or any sports team you wish to enter, e.g. as Philadelphia Eagles or Valparaiso Crusaders basketball*) season tickets?

CA: No. It's even better than that, I was just given these two tickets to a magic show – and it's tonight! Take a look. (Hands tickets to CM)

CM: These sure are for tonight. In fact the location of the show is right here and the time is right now!

CA: I'm really confused. I don't see a magic show here, just you and all these kids with their parents. I suppose that you're the magician and that you are going to pull a rabbit out of your hat.

CM: Let me clear it up for you. There is no magician here and the magic is not any 'up-my-sleeve' tricks. The magic in this room is the magic of Cub Scouting. You see, these people are Cub Scout families, and they are here to have fun and recognize the Cub Scouts in our pack for their accomplishments since our last meeting.

CA: I'm listening. What's so magical about Cub Scouting?

CM: Well, first of all, Cub Scouting helps the Cub Scouts in three areas: character development, citizenship and physical and mental fitness. And the really magical part about all of this is that the Cub Scouts have fun while this is happening.

CA: Gee, I don't see how having my character developed can be much fun, what do you mean?

CM: Why don't I call up the boys who have earned special recognition tonight and tell you about what they have done. Would the following boys and their parent please come forward? (Call names)

CM: \_\_\_\_\_, \_\_\_\_\_, and \_\_\_\_\_ you have completed the requirements to complete the Bobcat, please come forward with your parents to receive your awards. Go through usual pack protocols for advancements. Be sure to ask: Did you do your best? Did you have fun?

Repeat for other awards - Tiger, Wolf, Bear, and/or Webelos badge as appropriate. Be sure each boy receives individual recognition.

CA: I see what you mean. These guys really seem happy right now.

CM: You bet they are. We are all proud of their accomplishments, too.

CA: I'll just reach inside this hat and pull out the badges that you have earned. I will give it to your parent and ask them to proudly present it to you. (Read names, pull awards from top hat, present awards)

CM: The magic of Cub Scouting is all around us tonight. Congratulations to all of you on your accomplishments!

## Advancement Ideas

*Capital Area Council*

### Set Up:

- To present the awards to the boys the Cubmaster should dress as a magician, with a black cape and a black top hat.
- Ahead of time, a table should be prepared with a 5 or 6 inch hole cut in the top of it. The table should have a tablecloth or something draped over it so someone can sit underneath it without being seen.
- The top hat should also have a hole in the top of it.

The Cubmaster calls up the first boy to receive an award and lays his hat (top side down) on the table over the hole. He asks the boy what achievement he has been working on and then proceeds to pull the award out of the hat. The person under the table hands him a stuffed rabbit, then an old boot, and any number of items except the boy's award, until the Cubmaster remembers to say the magic words "Do Your Best." Then the Cubmaster pulls out the award and presents it to the boy. This can be done with each boy receiving an award, just change the magic words each time, such as "We'll Be Loyal Scouts," "The Cub Scout Follows Akela," etc. Practice this a few times and it will go smoother at the pack meeting.

## SONGS

### Where Has My Magic Hat Gone?

*Sam Houston Area Council*

(Tune: "Where Has My Little Dog Gone?")

Oh where, oh where has my magic hat gone?  
Oh where, oh where can it be?  
With its tall black top and its wide stiff brim,  
Oh where, oh where can it be?

### If You Like To See Cub Magic

*Sam Houston Area Council*

(Tune: "If You're Happy And You Know It")

If you like to see Cub magic, twitch your nose.  
Let's see some tricks together, here we go.  
Pull a rabbit from a hat,  
Make your leader disappear,  
If you like to see Cub magic, give a cheer. (Hoo-ray)

### Take Me Out to the Magic Show

*Capital Area Council*

Tune – Take Me Out to the Ballgame

Take me out to the magic show  
Let me learn all the tricks.  
Buy me some doves and some magic rings,  
Cards, saws, boxes, and other neat things.  
Then I'll practice tricks 'til I'm real good.  
All my friends I'll amaze  
When I make my sister disappear.  
Cub Scout Magic Days!

## STUNTS AND APPLAUSES

**Magic Yell** – Pretend to reach up your sleeve. Pull your hand out and shout "ShaZamm!"

**Disappearing Rabbit** – Hold hands to the side of your head like bunny ears and shout, "Poof! Poof! Poof!"

**Magician Applause** – Take the imaginary hat off your head, make a magical gesture over the hat and say "Presto!"

**Magic Hand Applause** – Applaud with your hands in front of you, then with your hands behind your back while you say, "Now you see them, now you don't!"

**MAGIC CHEER** – Group waves hands back and forth and says "Hocus Pocus!!" three times.

**MAGICIANS CHEER** – Pretend to take off top hat, reach into the hat with the free hand and pretend to pull out a rabbit, as they say "TA DA!!"

**HANDKERCHIEF CHEER** – Hold a handkerchief up and drop. Applause continues until the handkerchief hits the ground.

**MAGICIANS CHEER (REVISITED)** – Pretend to take off a top hat and wave your hand over the hat while saying "Hocus Pocus". Then pretend to reach into the hat and pull out a lion with a "ROAR!". Quickly stuff it back into the hat and say "Whoops, wrong spell!"

# SKITS

## Magic Kite

Capital Area Council

**Personnel:** 6 Cub Scouts

**Equipment:** Ball of string with a kite tail

**Cub #1:** What's that?

**Cub #2:** Don't you know what a kite looks like?

**Cub #1:** Sure I do, but if that's a kite then it sure won't fly.

**Cub #2:** It'll fly, it is magic!

**Cub #3:** Kites can't be magic!

**Cub #2:** This one is. All I have to do is say, "Dad, look at the kite I've made."

**Cub #4:** Then what?

**Cub #2:** He shows me how to make one.

**Cub #5:** That kite still won't be magic!

**Cub #2:** Un huh! Then he shows me how to fly it.

**Cub #6:** Wow! It's magic if it can do all that. Come on, let's make one.

**All: (exiting)** Yeah, Wow! It's Magic! Let's go make one.

## Unspelling the Spell

Alice, Golden Empire Council

**Personnel:** Three Cub Scouts – or just add in to match the number of boys in the den and reassign some of the parts.

**Prop:** A set of rabbit ears for Cub #3

**Cub #1:** (*walking along*) I wonder where (*fill in the names of other Cub Scouts*) are today. They weren't at the Den Meeting today. Oh, there's (*name of Cub #1*) Hey, he's got a rabbit with him!

**Cub #2:** Hi! I sure am glad to see you! You've got to help us! (*names Cub #3*) and I really need your help!

(*Cub #3 acts like a rabbit throughout the skit, and hops alongside Cub #2*)

**Cub #1:** Sure, I can help! What's the problem? And where is (*he names Cub #3*)? By the way, that's a nice friendly rabbit! (*pats the bunny on the head*)

**Cub #2:** That's just it – that's not really a rabbit. It's (*names Cub #3*)

**Cub #1:** A Rabbit?? How did he get to be a rabbit?

**Cub #2:** Well, we were watching a magician, and we accidentally made him mad!

**Cub #1:** What did you do to make the magician mad?

**Cub #2:** Well, we saw the magician throwing a soda can on the ground, so we told him he shouldn't litter. The next thing you know, he spelled a whole bunch of weird words and Poof! (*name of Cub #3*) turned into a rabbit!

**Cub #1:** Hmmm, maybe that's the key! Can you remember the words he spelled?

**Cub #2:** Let me think...(*wrinkles his forehead, scratches his hair*) One was MADAGASCAR....one was EQUATION.. And one was DIMPLE. (*pauses*) And then he spelled RABBIT!

**Cub #1:** (*pacing back and forth and thinking hard*) Ok, let's see. He spelled the words, and then....(*turns excitedly*) That's it! He spelled the words which made the spell. So now all we have to do is Unspell it!!

**Cub #2:** Huh?

**Cub #1:** We spell the words backwards! Come on, try it!

(*Everyone looks very busy, perhaps with a paper and pencil to work out the words*)

**All Cubs except #3:**

RAGSAGADAM; NOITAUQE; ELPMID; TIBBAR

(*They look around at Cub #3*)

**Cub #3:** (*slowly stands, takes off the ears, and looks around*)

**ALL:** Hooray!

**Cub #3:** Thanks guys! I was getting really tired of carrots!

## CLOSING CEREMONIES

### It's Up to You

*Capital Area Council*

**Personnel:** 5 Cub Scouts

**Equipment:** None

**Cub # 1:** God gave you this day to do just what you would,  
You can throw it away; or do some good.

**Cub # 2:** You can make someone happy; or make someone sad  
What have you done with the day that you had?

**Cub # 3:** God gave it to you to do just as you would,  
you can do what is wrong; or do what is good.

**Cub # 4:** You can hand out a smile; or just give 'em a frown,  
You can lift someone up; or just put them down.

**Cub # 5:** What did you do with your beautiful day?  
God gave it to you; did you throw it away?

**Cub # 6:**

### Happy Faces

*Capital Area Council*

**Personnel:** 8 Cub Scouts

**Equipment:** A happy face sign for each

**Cub # 1:** I think there were 1,000 smiles here tonight, but did you know

**Cub # 2:** A smile costs nothing, but creates much.

**Cub # 3:** It happens in a flash, but the memory sometimes lasts forever.

**Cub # 4:** It cannot be bought, begged, borrowed or stolen,

**Cub # 5:** But it is of no earthly good to anyone unless it is given away.

**Cub # 6:** So, if in your hurry and rush you meet someone who is too weary to give you a smile, leave one of yours.

**Cub # 7:** No one needs a smile quite as much as a person who has none left to give.

## Cubmaster's Minutes

### IT'S MAGIC

*Sam Houston Area Council*

You know, we are all magicians.

It doesn't take a magic hat; it doesn't take a magic wand. Magic is always present in our lives.

The magic of a sunset, of a friend's kind word or deed, or how we are loved and needed. These things can leave a magical feeling within us. The greatest way we can use the magic around us is by using it to quietly help others and not be so concerned about getting the credit.

Maybe we can provide magic for others by doing small deeds that will make another person wonder who did the deed for them. Cub Scouts, can you create a little magic for someone else this month?

## THEME RELATED STUFF

### The Magician's Oath

*Sam Houston Area Council*

- 1) Never ever repeat a trick.
- 2) Never, never, never give it away.

When you've fooled a group of friends with a trick and they're trying to get the secret from you, just remember they're trying to turn you from a baffling Magician into somebody with a cheesy little trick. Don't tell them the secret. Just smile. Remember the magic words: "Let me show you something a little different..."

**Rules of Magic:**

- **Practice, Practice, Practice!**

- **Better one good trick than 10 not-quite ready ones!**
- **Don't reveal the secret!** (*although some simple tricks between friends might be ok to share*)
- **Don't repeat the same trick, unless repetition is part of the trick.**
- **Don't try to make your audience look foolish.**
- **Know when to start** (*when people are waiting for something to happen*) **and know when to Stop** – (*before people get bored – Leave them wanting more!*)
- **Act the part – and Smile!** (*Your audience wants to have fun*)
- **Know what to do if the trick fails ~ see below:**

### **And if the trick goes wrong:**

*Alice, Golden Empire Council*

Good magicians know that sometimes a trick doesn't work – the earth is rotating too slowly, your hands are sweaty, it's Friday the 13<sup>th</sup> – for whatever reason, a good magician just goes on. They either move on to another trick or use humor to keep the audience happy. Here are some Great Things to Say when your trick doesn't work:

- Well, it worked in the Magic Store!
- It looked great from my side!
- The real magician will be here shortly!
- When I get this trick right, it won't be a trick – it will be a miracle!
- That was actually a trick we magicians call misdirection – while I kept your attention by pretending to mess up the trick, my assistant sneaked by with an elephant for a trick I'm doing later. If you don't believe me, go check in the other room!
- OK! On to the next trick!
- Hey, what do you expect? I got this trick out of *Magic for Dummies!*

### **Fun Facts About Magic**

*Alice, Golden Empire Council*

- ✓ The word magic comes from the Persian word "magus," a priestly class.
- ✓ Magic has many names: conjuring, hocus pocus, prestidigitation, legerdemain, necromancy, sorcery, thaumaturgy and wizardry are a few of them.
- ✓ The phrase Hocus Pocus may have come from a wizard of the Middle Ages known as Ochus Bachus, but some people think it comes from hoc est corpus, a Latin phrase from the Catholic Mass.
- ✓ Ancient priests and shamans often used their knowledge of eclipses to perform "magic." Even Christopher Columbus used his knowledge of an upcoming eclipse to show his "magic" to Jamaican islanders. He called in the chiefs, warned them that God was about to blot out the moon for letting his men starve, and then took credit for the "restoration" of the moon from an eclipse when they brought food to his ship.
- ✓ Levitations of people were performed in Greek dramas as early as 431 B.C.
- ✓ The ancient Greeks erected statues of their favorite magicians, and Homer mentions "conjurers" in the Illiad.
- ✓ More than 2,000 years ago, Hero of Alexandria described temple doors that opened mysteriously when a nearby fire was lit by priests.
- ✓ Algonquian-speaking tribes from the Northeast to the Great Plains used ventriloquism to create the illusion of spirit voices.
- ✓ Early religious dramas, or passion plays, held in Medieval churches, often featured individual and mass levitations.
- ✓ An early painting by Hieronymus Bosch, called The Juggler, shows a pickpocket working the crowd while a magician performs a cups and ball routine.
- ✓ Although the Indian Rope Trick is one of the oldest and most famous tricks, it has never been performed outdoors, in full view of the audience.
- ✓ Robert Houdin, from whom Houdini took his name, introduced the wearing of a tie and tails instead of a wizard robe for magicians.
- ✓ Herrmann the Great extracted a cigar from the beard of President Ulysses S. Grant.
- ✓ The Bullet Catch is the most dangerous trick in magic, and has killed over a dozen magicians. A marked bullet is fired at the magician, who catches it on a plate or even in his teeth!
- ✓ During World War II, magician Jasper Maskelyne hid the Suez Canal and Alexandria Harbor from the Germans and helped the Allied Forces win the war in Africa. Check out his book Top Secret!

- ✓ Harry Blackstone once saved a crowd of children from disaster. In September 1942, a fire broke out at the Lincoln Theatre in Decatur, Illinois. Rather than cause panic when a fireman told him the situation, Blackstone told the audience to follow him outside, where his next trick would be performed.
- ✓ Magician Harry Houdini was the first man to fly an airplane in Australia.
- ✓ You can become a professional magician as early as 12, by joining the worldwide International Brotherhood of Magicians, the world's largest magic organization.
- ✓ In the late 1800s, magicians frequently used robots or automatons in their shows - they played cards, chess and even sketched profiles of their spectators.
- ✓ The oldest magic store in the United States is Flosso-Hornmann Magic Shop in New York City, established in 1869, once owned by Houdini, and still in operation.
- ✓ Television talk show hosts Johnny Carson, Dick Cavett and Arsenio Hall all started out as magicians.
- ✓ Other famous people who were magicians: Don Johnson, Woody Allen, Dick Van Dyke, Milton Berle, Cary Grant, Bill Bixby, Jimmy Stewart, Steve Martin, Muhammad Ali, Bob Barker, George Bush, Jerry Lewis, Boris Karloff, Dom DeLuise. Charles Dickens was also an enthusiastic amateur magician.
- ✓ Magicians have also been inventors: Jasper Maskelyne invented the typewriter keyboard, another the telephone relay system, still another invented the Microwriter, a pocket-sized typewriter with five keys and a computerized personal organizer.
- ✓ The Magic Castle, a private club for magicians, has many Hollywood stars as associate members.

## PACK AND DEN ACTIVITIES

*Alice, Golden Empire Council*

- ✓ Look for a magic store in your area. They may be willing to let your den visit and check out some magic.
- ✓ Have each boy learn one magic trick really well. Go over the rules about magic and discuss how to really be a showman. Let each boy come up with his own name and costume. Encourage the boys to choose a spectacular name – alliteration makes the name seem grander (The Amazing Allen), or use descriptive adjectives, like The Marvelous, Mystifying, Magical Milton.
- ✓ Boys could also make their own poster advertising their particular name and talents. Display posters at the pack meeting, where each boy can give his performance. If you want to see some typical posters, go to [www.uelectric.com/allmagicguide.html](http://www.uelectric.com/allmagicguide.html), scroll down and click on posters
- ✓ Find a local magician – check with pack members, or ask the local reference librarian. There are often Magic clubs that have lists of local magicians. Invite a magician to visit your pack or den and share some magic.
- ✓ Have a Magician's Challenge – parents pull out directions for a simple trick and have to perform it. Boys could already have practiced some simple tricks to wow their parents and the audience. In other words, stack the deck for the boys!
- ✓ If the boys are going to perform, make sure they get lots of practice – and teach them the Rules for Magic and What to do if the Trick Goes Wrong – under Theme-Related Material.
- ✓ If there's a performance in your area, take the den or pack to see it – check at [www.allmagic.com/allmagicguide](http://www.allmagic.com/allmagicguide) for a listing of some performances; also check with local Magic Clubs and in newspaper entertainment listings
- ✓ Make magic kits for each boy – include some of the simple props and directions for how to do the tricks.
- ✓ Check at party stores or Oriental Trading online to purchase inexpensive Top Hats. Make wands using directions in Program Helps.
- ✓ Try out some of the magical recipes for den or pack refreshments.
- ✓ Have a Magician's Hall of Fame display at the Pack meeting – you could either feature actual magicians, or have each boy add his own poster.
- ✓ For some great magic trick ideas in books, check with your local reference librarian - There's even a [Klutz Book of Magic](#) by John Cassidy and Michael Stroud
- ✓

## ADVANCEMENT IDEAS:

### Achievements Electives

- |                 |                        |                       |
|-----------------|------------------------|-----------------------|
| <b>Tigers</b> – | 6,7,14, 19, 20, 21, 36 |                       |
| <b>Wolf</b> –   | 2A, 10F                | 1B, 2A, 11A, 11C, 11F |
| <b>Bear</b> –   | 13G, 17B, 18C          | 6, 13, 13D            |

# Magic Tricks and Props

## Magic Wand

*Capital Area Council*

### Materials:

- ¼-inch wooden dowel 12 inches long
- Sandpaper
- Glossy black paint
- Glossy white paint
- Masking tape

### Directions

- Sand the ends of the dowel to round them.
- Then paint about 2 inches on each end white.
- When it's thoroughly dry, wrap some masking tape around the white where it meets the bare wood, and then paint the middle black. (If you don't have glossy paint, you can varnish the whole wand when you're finished. Also, several thin coats will look better than one thick one.)
- Peel off the tape when the paint is dry and the wand is ready for your magic show!
- 

## Cents of Strength

*Capital Area Council*

**Effect:** Borrow a penny from a friend. Toss it into your left hand a few times and then, using only your concentration and some bad acting, you open your hand to find that you have bent the penny!

### The Secret

What you need:

- A bent penny. (You knew that, right?) Just take a penny, stick it in a vise and bend it with some pliers. You may want to wrap the penny in a cloth so as not to scratch it while you bend it. Bend it so that the coin is bent, but not folded in half.
- A set of keys or a lighter in your right pants pocket.

### The Preparation:

Have the bent penny in your right hand inside your curled fourth and fifth fingers.

### The Method:

Borrow a penny from a friend and pick it up with your right hand, holding it with the thumb, index and middle fingers, since the last two fingers are already curled-up (with the bent penny inside). This should look natural.

Now, you need to toss it into the left hand a few times, each time closing the left hand around the coin and opening it up. Do this twice.

Next, execute the Bobo Switch. This is a wonderful utility move that you should know. This will switch the bent coin for the borrowed one. (The description of the Bobo Switch begins with the first toss above.)

Right now, the bent coin is in your left hand, so you need to do some acting here. First, we need to get rid of the borrowed coin that is in your right hand. So, just say, "I'll wave my keys over my left hand."

What you do is this: your right hand, with its palmed coin, goes into your right pants pocket, drops the coin and comes out with the keys. Don't make a "move" out of it; just do it.

Then, wave the keys over your left hand. Now, your right hand is "clean", with no borrowed penny in it!

Now to the acting... just squeeze your left hand and look as if you are concentrating on that hand. Sweat a bit, if you can. Then, slowly open up your left hand and show them the bent penny. Let them keep the penny and they'll be telling their grandchildren about you years later!

## Rope Trick

*Sam Houston Area Council*

**Effect:** Holding a piece of rope, the magician places the ends of the rope into his hands and closes his fingers around the ends. The magician shakes the rope slightly, says a magic word, blows on his hands and drops one end of the rope. Magic! The end has a knot in it!

**Supplies:** One long piece rope

**Secret:** The rope already has a knot in one end... Tie a knot in one end of the rope. Hide this end with the knot in your hand and bring the other end of the rope up next to it. Shake your hand as if you're trying to knot it. Drop the end with the knot and it looks like you have tied a knot in the rope using one hand.

# GAMES

## Magician Tag

*Sam Houston Area Council*

***This is a version of freeze tag.***

The players run freely about trying to avoid being tagged by "It" who is the "magician." When tagged, a player must stop instantly and may not move unless freed from the "spell" by being touched by a free player, after which he may rejoin the game and try to free other players. The aim of the magician is to render all the players inactive.

## HUNT THE MAGIC KEY

*Sam Houston Area Council*

**Object:** To conceal the Magic Key from the Magician. The clever part of this game is the teamwork!

All of the players except for one, who is the Magician, sit in a tight circle. The magician sits in the middle of the circle. The Magician closes his eyes and counts to ten out loud while the other players pass the key around the circle, keeping it hidden in their hands.

When the Magician reaches ten he opens his eyes and, while the key continues to be passed, tries to figure out which player has it. However, the key needs to continue being passed. While one player is actually passing the key, the other players in the circle pretend to pass the key.

The Magician watches carefully until he is ready to guess who has the key. When the Magician calls the suspect's name the passing of the key stops and the suspect opens his hands for everyone to see. When the key is discovered, the Magician changes places with the holder of the key and a new game starts.

# WEB SITES

**Free Magic Tricks** - Free Magic Tricks For Kids, Parents and Beginners of all Ages.

<http://www.magicbob2000.com/tricks.html#Free%20Magic%20Tricks>

**Kids Domain Magic Tricks** - Kids love to explore, and these are great sites from all over the web.

[http://resources.kaboose.com/kidslinks/hobbies/magic-tricks/Magic\\_Tricks.html](http://resources.kaboose.com/kidslinks/hobbies/magic-tricks/Magic_Tricks.html)

**Kidzone Magic** - Rita and Shelly have contributed a number of fun magic tricks that are easy to do and have really wonderful results. So jump in and learn how to astound your friends!

<http://www.kidzone.ws/magic/>

You can do a Google search for a specific magician, but here are some specific sites:

The Magic of David Copperfield

[www.dcopperfield.com](http://www.dcopperfield.com)

Siegfried and Roy: Masters of the Impossible

[www.sarmoti.com](http://www.sarmoti.com)

David Blaine: Magic Man

<http://Members.aol.com/sperrycito/blaine.html>

Penn & Teller

[www.pennandteller.com/sincity/](http://www.pennandteller.com/sincity/)

Harry Blackstone

<http://blackstonemagic.com/lid28.htm>

History of Blackstone, pictures, links

# TIGERS

*Are you preparing to recruit this year's Kindergartners now for next year's Tigers??? They could go to day camp this summer with your pack!! And enjoy all your summer events. Then in the Fall they will be all psyched for a great year. Don't miss this opportunity Kindergartners become eligible for Tigers on June 1!!*

## Tiger Walking Sticks

*Circle Ten Council*

How about making your Tigers get a special treat for their outdoor adventures at a Tiger Cub Day or their first time at Day Camp?? Make Walking Sticks by either getting the parents together one evening before the event or (*better*) have the Tigers and their Adult Partners do this at a meeting. Walking Sticks are fairly easy to make and the supplies are easy to get. This isn't a difficult craft to do.

### Materials:

- 48" to 60" broom handle or stave (Some hardware stores still sell replacement broom handles)
- Leather Scraps
- Imitation sinew or plastic gimp
- Pony beads
- Feathers
- Leather lacing
- Heavy sewing needles

### What to do:

- ✓ Drill a 1/4" hole about 1" down from the top of the handle/stave.
- ✓ Cut the leather into a size that will almost wrap around the handle/stave. Make it about 6" tall.
- ✓ Using a hammer and nail, punch holes along 6" edges to sew through.
- ✓ Using two needles and sinew; sew the leather around the handle/stave. This is done just as if lacing a shoe.
- ✓ String some beads and feathers onto some more sinew and tie on the grip so that they hang down from the grip area.
- ✓ Tie a piece of leather lacing through the hole in the handle/stave.

## Hike and Sketch

*Circle Ten Council*

### *Now take your walking stick on a hike –*

Have each Tiger and Adult Partner make a mini sketchpad to help them understand the world around them. After making the sketchpad, have the Tiger and Adult Partner walk around the park and fill it in together. The ideas should be the Tigers.

To make the sketchpad - Cut a 4" x 5" sheet of cardboard and staple a 20" length of string to the upper left corner. Tie a pencil to the other end. Now take an 8 1/2" x 11" piece of paper and fold into fourths and cut (you will need 6 pieces). This is the size of paper for your sketchpad. List each page as follows:

### Page #1

My favorite feeling about the environment:

- I like \_\_\_\_\_
- I smell \_\_\_\_\_
- I can feel \_\_\_\_\_
- I can hear \_\_\_\_\_
- I can see \_\_\_\_\_

### Page #2

*Mark out a 1 foot by 1 foot square of ground and have the Tiger study this square then write.*

My very own plot of ground and what I observe in this plot of ground

### Page #3

Draw a picture of something special that you saw today.

Draw a section of a stream bank, a mountain, a flower, a tree, a lake, or an animal.

**Page #4**

What's special about this environment? \_\_\_\_\_

What have humans done to change it? \_\_\_\_\_

How do I feel about this environment? \_\_\_\_\_

**Page #5**

Write a little of your thoughts about today's activities using words that you collected when using your five senses: Seeing, Hearing, Feeling, Tasting, Smelling.

**Page #6**

My very own bark rubbing:

**Tiger Cub Graduation: Path of a New Challenge**

*Baltimore Area Council*

**Personnel:** Cubmaster(CM), Tiger Cub Den Leader(TL), Tiger Cub Den Assistant(TA), Wolf Den Leader(DL), Den Chief (DC)

**Props:**

- A Cub-alabra with 1 tall white candle, 1 black candle and 1 Orange candle
- A bridge or props (rope, string or crepe paper) to create the look of a bridge
- Pieces of construction paper
- Graduation certificate for each Tiger
- Wolf Handbook for each Tiger.

On the pieces of paper, place various symbols of Cub Scouting, e.g. the rank badges, the Sign, Handshake, Motto, Salute, Promise, Law, Webelos and the Arrow of Light symbol. Use as many or as few as you wish. Place them on the floor of the bridge in such a way to make crossing the bridge without stepping on them difficult for a Tiger Cub.

**CM:** Tonight we honor our Tiger Cubs. Will our Tiger Cub Den Leader please introduce our Tigers and their Adult Partners? (Tigers and Adults come forward).

**TL:** (Lights white candle). White is for the purity of living.

**DC:** (Lights black candle). Black is for the unknown, the fear and doubts.

**TA:** (Lights orange candle). Orange is for knowledge, joy and confidence.

**TL:** These are the colors of the Tigers. You have completed the year of the Tiger Cub Program.

**TA:** Adults, please remove your Tiger Cub's orange neckerchief and Tiger Cub cap.

**TL:** Here is a certificate of graduation for all to see that you have graduated from Tiger Cubs. As your Tiger Cub Den Leader, I will show you the path of a new challenge - the challenge of the Wolf Cub Scouts. Each step you take tells you what you must learn, so you can earn your next rank.

**CM:** Walk the bridge of Cub Scouts without stepping on the Cub Scouting symbols, and meet me on the other side. On the other side stand the Cubmaster, Wolf Den Leader and Den Chief.

*The Wolf Den Leader puts the Wolf neckerchief on each Tiger Cub as he finishes crossing..*

*The Den Chief hands each Tiger the Wolf Book.*

**CM:** Congratulations on achieving this goal. As you crossed this bridge, you may have noticed that the path was not easy for you. Life is full of challenges, but I will only ask that you always do your best in whatever you do in your daily life. Your Den Leader and Den Chief stand before you, ready to lead you on your next adventure.

# WEBELOS

## SPORTSMAN

### PHYSICAL SKILLS GROUP

#### Suggestions for Den Meetings

- Explain and discuss football signals.
- Invite a referee or umpire to talk with the den about signals and/or sportsmanship
- Parents and boys attend a high school or college football game.
- Go bowling as a den or at a district tournament if possible (belt loop)
- Have each boy list the sports in which he participated during the past year
- Attend a high school football/baseball game.
- Assign the scouts an Olympic event (gymnastics, swimming, luge, fencing, equestrian etc.). Have them find out the following:
  - ✓ How someone gets on the team.
  - ✓ Rules for the event.
  - ✓ How it is run
- Go fishing (belt loop)
- Invite a team member, sports figure, coach or referee to talk with the boys about teamwork, sportsmanship and fair play
- Have each boy list the sports in which he participated during the past year
- Decide on a demonstration for the pack meeting
- If you save cardboard Frozen Juice Cans you can play Tiddly-Croquet
- Learn a new sport.
- Learn what two individual and two team sports the boys will want to do.

One of the prime purposes of Cub Scouting is "encouraging good sportsmanship and pride in growing strong in mind and body." If the boys learn all the skills and rules involved in every sport this month, but don't get an inkling of what good sportsmanship means, everyone has wasted his time.

The leader's example will help to achieve these goals. Put stress on the fun of the game, not on winning. During inter-den competition, choose the teams so that ability is equally divided. If boys choose teammates, there is a good chance that most of the best players will wind up on one team. Encourage the less skillful players. Discourage others from belittling them. Sports in a Webelos den should be fun for all.

#### Good Sportsmanship

The ability to abide by the rules, to win without boasting and to lose without offering excuses is the essence of good sportsmanship. Sportsmanship requires honesty, fair play, cooperation, competitive spirit, respect for authority and rules, acceptance of responsibility and respect for others. A real sportsman follows these rules in each game, but also in his/her life. Good sportsmanship is part of good citizenship. For example, to lose a class election gracefully.

The following is the code of sportsmanship of the Sportsmanship Brotherhood.

1. Keep the rules
2. Keep faith with your comrade.
3. Keep your temper
4. Keep yourself physically fit.
5. Keep a stout heart in defeat.
6. Keep your pride under control in victory.
7. Keep a sound soul, a clean mind and a healthy body.
8. Play the game.

## GAMES

See how many terms you can match with the proper game (The one where the term is used, e.g. Puck and Hockey):

Sports term	Sport
Spare	Hockey
Shell	Trap-shooting
Shuttlecock	Boxing
Fairway	Bowling
Slalom	Polo
Double fault	Skiing
Eight-ball	Basketball
Chukker	Archery
Clay pigeon	Boating
Technical K. O.	Football
Jump shot	Baseball
Puck	Figure Skating
Double play	Tennis
Field goal	Badminton
Headlock	Pool
Casting	Wrestling
Quiver	Golf
Jack-knife	Diving
Oar	Hunting
Figure Eight	Fly Fishing

Scoring:

- 1 - 5 Amateur
- 5 - 10 Novice
- 10- 15 Semi-Pro
- 15 - 20 Pro

### Tiddly-Croquet

You need two sizes of frozen juice cans to make a Tiddly-Croquet game. Cut wickets of various lengths from the largest cans. Shoot the lids from the small cans through the wickets. Place one upside down on a smooth surface. Press hard on one edge with a "shooter" lid from a large can.

### Frisbee Baseball

Played according to regular baseball rules. The pitcher throws the Frisbee toward the "batter: who then catches it. If he misses it, it is a strike and if it is outside the strike zone, it is a ball. The "batter" who has made a good catch, then throws the Frisbee and proceeds around the bases. If it is caught the "batter" is out. The rest of the game follows baseball rules.

### Sports Cards

Make a set of 10 x 10-inch cards. On one side put a copy of the official signals for the game (football, basketball, hockey, baseball, soccer, etc.) of your choice. On the other side put an explanation of what the call means. The game can be played several ways.

1. Hold up the picture and ask for the proper call.
2. Read the explanation of the call and ask for its name.
3. Execute the call and ask for its name.
4. The game can be played as a competition:
  - a. Divide den(s) into two teams and give one point to the first person to guess the answer.
  - b. Divide den(s) into two teams and assign each team a sport and show each team a card for its sport. Each team will have a different sport. The first team to get the answer gets a point.

### Potato Golf

Draw concentric circles on the floor and label each circle with a number representing the number of points it is worth. (10 for the center, decreasing outward). From a distance of six feet, player puts a potato with a cane or stick with a curved handle. Score is recorded according to number in circles. No score is made if the potato stops on a line. Each boy gets ten tries.

### Soccer Ten Kicks

Divide den into two teams. Each tries to kick the ball between teammates ten consecutive times while the opponents try to intercept and start their own sequence of ten kicks. As he kicks the ball, each player calls out the appropriate number (1, 2, 3, etc.) Hand may not be used. The team making ten consecutive kicks without interception wins.

### Micro Hockey

Use two cardboard boxes as the goals. Supply chopsticks and a checker for the puck.

### Micro Soccer

Use the same boxes as you did for micro hockey. Players use their fingers to “kick” the ball (ping pong ball) across the “field” (a table).

### The Penalty Box

Match the Official’s Signal Calls to correct sports.

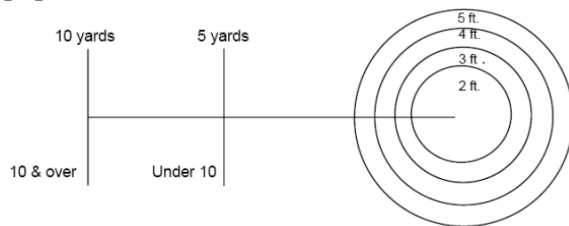
Sports: Football, Basketball, Baseball, Soccer, Hockey

Signal Calls:

Pass Interference	Face Mask	Slashing
Fair Ball	Ball	Incomplete Pass
Penalty Kick	Holding	Illegal Dribble
Time-out	Offside	Hooking
Strike	Out	Clipping
Technical Foul	Time-in	Charging
Substitution	Corner Kick	Touchdown
Delay of Game	Foul Ball	Safe
Tripping	Unsportsmanlike Conduct	Foul
Illegal Motion	Traveling	

### Ultimate Frisbee Contest

**Equipment:** Five Ultimates (Frisbees)



1. Draw the course as shown.
  2. The object of the game is to throw for accuracy.
- Add up points after each boy takes his turn throwing.

# WEBELOS

## FAMILY MEMBER COMMUNITY GROUP

### Den Activities:

- ❑ Set up a Webelos Den family cook-out. Let the boys decide on the menu and do all the cooking and preparation. Have games for the brothers and sisters to play, and after dinner do some family activities.
- ❑ Make a list of fun activities of little cost and do them over several den meetings.
- ❑ Switch chores with another family member for a month.
- ❑ Have a meeting where boys try food that they have never tasted before. Have a "Taste It, You May Like It" party.
- ❑ Have the boys make their chart showing the jobs that they and other family members have in their homes. Have them bring the charts to the meeting and tell what jobs they are taking on for the next two months, and how they will do them.
- ❑ Have a contest - take a small piece of cloth and a button, needle and thread. Have the boys sew a button on -- judge the button that is sewn on the best.
- ❑ Make a contest out of making a list of things families spend money for. See who can make the longest list. Most boys will forget things like rent, utilities, car payments, stamps, insurance, etc. You might think up a list of things that most boys will omit and award two points if they happen to list one.
- ❑ Have a cooking contest. Have each boy cook one dish and bring it to the meeting. Be sure they can tell how they made the dish. You might think about making a small recipe book for your den. This could include breakfast dishes, lunch, and dinner dishes. Also you might adopt some of these for your cookouts!
- ❑ Tracing your family roots can become a lifetime hobby. There are many books and classes on how to find information. Ask if any den parents have organized charts or have studied their heritage. Try to find out a family tree for both your mother and father's family. Make a list of the members of your family. What other relatives are living? (Grandparents, uncles, aunts, cousins)? Try to talk to them (or write) and ask them about their parents and grandparents. Ask for birthdays and year of death. Where they lived is also an important clue in your search.
- ❑ Play a game of hazards. Set up a room with several hazards. Have boys come in and find as many hazards as possible.
- ❑ Practice house cleaning skills by cleaning the chartered organization areas. Be sure to get permission and ideas first.
- ❑ Have a mother come in to the den meeting and talk about clothes washing.
- ❑ Announce that next week's meeting will be at the local Laundromat. Each Scout is to bring a load of wash, soap, and change for the washer and dryer. Practice ways to fold laundry.
- ❑ Invite a home economics teacher or dietician to talk to your den. Perhaps your den could also plan a week's worth of meals and visit a retail food establishment to price the food required. This would also cover a requirement in the Fitness Activity Badge.
- ❑ Make outlet insulators. Use foam meat trays, save at home, or ask local grocery store for some. Use outlet covers as guides.
- ❑ Invite a fireman to a den meeting to talk about home safety. Perhaps he can also provide you with a copy of a home inspection sheet.
- ❑ Take a guided tour a waste disposal facility.
- ❑ Invite an energy conservation engineer to give a talk on energy. Tour an energy conserving home that is built underground.
- ❑ Make a list of fun activities that involve little cost; do them over several meetings.
- ❑ Invite someone from OSHA or a plant safety committee to give a talk after touring a manufacturing facility.
- ❑ Have a family relation's teacher visit and talk.
- ❑ Keep a personal budget for a month.
- ❑ Do not throw away those seemingly ruined clothes. Let the Cubs try to save them.
- ❑ Visit with a local financial institution to find out how the monetary system works and how saving money as a family unit can be beneficial in the long run.
- ❑ Contact the local public utility companies, or the environmental control agency to find out how our natural resources can be saved and what we can do as individuals within the family unit to conserve energy.
- ❑ You could also contact the Police Department and ask if someone from Crime Prevention could attend one of your meetings to talk about security in your home.

- ❑ Have the boys fix a meal and invite the parents to your meeting for a feast! In the meal planning, they must plan the meal, shop for the food and then cook it.
- ❑ Have a "Family" meeting at your den meeting and have the boys show Cub Scout Spirit by doing their best to make plans for the rest of the year, or at least three months.
- ❑ You might invite a mother to show some cooking skills to the boys or to explain recipes. Have the boys use measuring spoons, cups, etc. Have them explain such terms as cream, braising, stewing, and steaming.
- ❑ Plan a family game night - each family brings a game and takes part in sharing the game with another family. The boys could even "invent" games for the families to play.

### **Field Trips**

- ❑ Tour some of the historical homes in your town, find out who lived there, when, and a little about the family. How did they help the community? Are the descendants still living in the area? Talk to them, too, if possible.
- ❑ Tour a fast food restaurant or small restaurant.
- ❑ Have someone from OSHA or plant safety committee give a talk after touring a manufacturing facility.
- ❑ Tour an energy conservation home (underground or energy efficient).
- ❑ Tour the local water company and ask for ways to conserve water.

### **Neckerchief Tie Slide Ideas**

- ◆ A mounted photo of the Scout with his family
- ◆ A piece of sponge for cleaning
- ◆ Model of food the Scout likes to eat
- ◆ A photo or a miniature of a house
- ◆ A photocopy/drawing of the Family Member activity badge laminated or mounted on poster board

## **Games**

### **Shopping**

This is a variation of Kim's game. Fill a grocery bag with items from your cabinet before the den meeting. Close to the activity time, add cold items from the refrigerator. To play the game, put one item from the bag at a time, announce the name and lay it on the table. When the bag is empty put everything back in quickly. Give boys a paper and pencil and ask them to write down what items were on your shopping bag.

### **Who Are We?**

Ask boys to bring baby pictures and family pictures to the next meeting. Hold the pictures up one at a time and try to guess who it is. Bring in family vacation pictures and try to guess where the family went. (Disney World, the White House, etc.) Think of other ideas of pictures the boys can bring to show off (first fish catch, riding a horse, talking to someone famous, etc.) Take some den pictures and make up an album of your Webelos family or take slides and play music while you are watching them.

### **Grocery "Blues"**

Material needed: paper and pencil for each boy. Instructions: Food is one of the major ongoing expenses that a family has, so good shopping habits will help curb the costs. Boys sit in a circle. They write down the names of ten items their family buys at the grocery store...only scramble the letters of each word! On signal, each boy passes his grocery list to the boy on his right. Set a time limit, and have them unscramble the grocery list. This game could be played as a team also.

### **Home Hazards**

Before the den meeting, set up as many possible hazards around your house as possible. (Safely, that is!) Examples: pan on the stove with handle sticking out over the front, metal pan in the microwave, bag of newspapers in the middle of the stairs,

(empty) bottle of ammonia sitting in the corner, matches too close to the fireplace, gas can in the laundry room, pills (candy) laying on the counter. When the boys arrive, give them a paper and pencil and ask them to write down any hazards they see. During the opening period discuss the answers. Are there some that were not noticed? Ask them to take their lists home and check for similar things at their house.

## **Family Finances**

Many Cubs are not aware of how their families spend money. Food, clothing, and entertainment are obvious. Suggest to the parents that they share the actual bills with their children and have them add up the total cost. They will be amazed. As the Cubs conduct the safety/energy checklist, encourage the parents to discuss the cost of keeping the house in good repair, the cost of water use, the cost of cooling and heating the house, etc. Then the Cubs will be better prepared to share in ideas for saving money and they will be ready to develop a family energy-saving plan.

## **CAREERS/SPEAKERS**

Social worker, day care provider, family counselor, parent, human services agent, ombudsman, YMCA activities planner, family education specialist, dietitian, cleaning person, community education director, congressman.

## **ACTIVITIES**

### **Zoo Babies**

Visit a local zoo with your den families. While there, find out about the family structures of some of the animals. Observe how the monkeys socialize and care for their young. When are some of the other animal babies "on their own?"

### **Family Snack Surprise**

Prepare a cake mix, then spoon batter into flat bottom wafer cones. Fill half way. Place six cones at a time on a tray and microwave 2-3 minutes on high or until a toothpick inserted comes out clean. Rotate during cooking period.

### **Trivia**

For an evening of great family fun make up a trivia game to play. Each person writes a question on an index card.

Example: What is your favorite book? What do you live about your bedroom? When is mom's birthday? What was your first home address? Mix the cards together then each person draws a card to answer. You could also have every person answer every question. Learn more about each other and have fun, too!

### **Dirty Clothes**

Announce that the next week the den will be meeting at the local Laundromat. Each boy should bring a load of wash and coins for the washer and dryer. Leader can bring a box of detergent and measuring cup. Meet and wash clothes! Look around at the kinds of washers and the safety instructions. Time how long you are there.

### **Bills!**

Ask your parents to help you set up a chart of the electric and gas use in your home. Write down all the ways you can think of which use electricity or gas. Look at the bills for the last few months and write down the actual usage and the cost. Is the usage up or down? Why? If your parents have the bills from last year at the same time, compare them. For a one month, practice turning out lights and conserving in other ways. See how much difference you can make on the next bill. The utility companies can provide you with a list of appliance usage/hour. Figure out how much it costs to dry a load of laundry, or to run your hair dryer or toaster.

## **PACK MEETING**

- ✓ Webelos can draw pictures on poster board to illustrate their paragraph. Tape the speech onto the back side. You have joined the Cub Scouts and therefore, the World Brotherhood of Scouts around the world. You are a brother to Cubs in Finland, Australia, Pakistan, and Chili. in fact, a brother to Cubs in over 120 countries!
- ✓ Regardless of size, color, or language Cubs have a happy grin and love to have FUN! Pack meetings may be slightly different, but most packs use The Jungle Book as background. The Cub Scout cap is universal, and most countries have different styles of uniforms to go with it. In France, the Cubs wear navy blue shorts and sweaters in the winter. In the summer they dress with cross-over suspenders and blue shirts. They wear a navy blue beret. The Dutch Cub Scouts have uniforms of green caps, sweaters and shorts, and green knee socks. The Wolf badge is red, white, and blue. In Uganda, in the heart of Africa, it is hot the whole year. Cubs here have real excitement with the jungle animals! Their Akelas must sometimes carry guns when they go to the lake shore...to shoot crocodiles.
- ✓ One of the most isolated Scout groups is on the Pacific Island of Pitcairn. The whole island is only three square miles, and only 20 children are involved in Scouting. There are no stores on the island. People grow their own vegetables and keep goats and poultry.
- ✓ The Cub Scout Promise is the same around the world. Lord Baden-Powell once said, "When a fellow promises to do a thing, he means it would be a terrible disgrace to him, if afterwards he neglected or forgot to carry it out." In other words, when a Wolf, Bear, or Webelos promises to do something, you can be certain he will do it.. anywhere in the world!

## Fire Safety Quiz

Use at a den meeting by reading the questions and asking the boys to write down the letter of the correct answer or by making copies and giving one to each boy.

1. **What should you do to be ready if fire should strike your home?**
  - a. Keep pails 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 of the escape routes.
  - 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 do you look for? Choose Two.**
  - a. Frayed, broken insulation
  - b. Whether the color matches the woodwork.
  - c. Whether they run under rugs
  - d. Whether the plug is brown or white
6. **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

*Answers: 1.b 2.b 3.c 4.d 5.a, c 6.b*

## House Name Sign

### Materials:

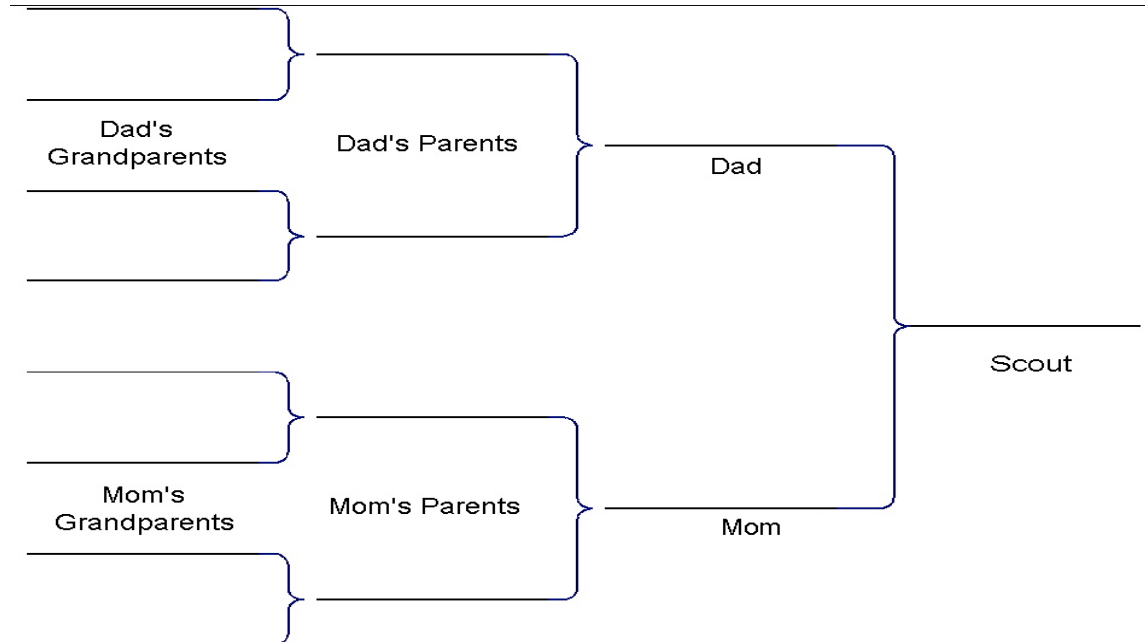
1" thick lumber	Sand paper
4 screw eyes	2 S-hooks
Saw	Nails
Ruler	Hammer
Stain or paint	Brush
Plastic Letters	





## Genealogy

Tracing family roots can become a lifetime hobby. There are many books and classes on how to find information. Ask if any Den parents have organized charts or have studied their heritage. Have the boys make a family tree for both their mother and father's family from a list of all the members of their family. What are their birthdays, dates of marriage and years of death?



## Requirements for the Heritages Belt Loop

Complete these three requirements:

1. Talk with members of your family about your family heritage: its history, traditions, and culture.
2. Make a poster that shows the origins of your ancestors. Share it with your den or other group.
3. Draw a family tree showing members of your family for three generations.

## Requirements for the Heritages Pin

Earn the Heritages belt loop, and complete five of the following requirements:

1. Participate in a pack heritage celebration in which Cub Scouts give presentations about their family heritage.
2. Attend a family reunion.
3. Correspond with a pen pal from another country. Find out how his or her heritage is different from yours.
4. Learn 20 words in a language other than your native language.
5. Interview a grandparent or other family elder about what it was like when he or she was growing up.
6. Work with a parent or adult partner to organize family photographs in a photo album.
7. Visit a genealogy library and talk with the librarian about how to trace family records.  
*Variation:* Access a genealogy Web site and learn how to use it to find information about ancestors.
8. Make an article of clothing, a toy, or a tool that your ancestors used. Show it to your den.
9. Help your parent or adult partner prepare one of your family's traditional food dishes.
10. Learn about the origin of your first, middle, or last name.