



Northern Tier Roundtable Helps

Volume 6 Issue 2

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Theme: Cub Scout Shipbuilders Webelos Badges - Showman & Citizen

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SEPTEMBER CALENDAR

- 4 Council Office Closed
- 5 Youth Protection
New Leader Essentials
- 6 Day Camp Staff Meeting
- 7 Roundtable
- 12 SM/ASM Training
- 13 Univ. of Scouting Staff Mtg.
- 15-17 Woodbadge Weekend #1
- 16 BALOO
- 19 SM/ASM Training
- 23-24 Cuboree
- 26 SM/ASM Training
- 29-30 Woodbadge Weekend #2
- 30 Outdoor Leader Skills

OCTOBER CALENDAR

- 1 Outdoor Leader Skills
- 1 Woodbadge Weekend #2
- 3 Youth Protection
New Leader Essentials
- 5 Roundtable
- 10 CS Job Specific Training
- 11 Univ. of Scouting Staff Mtg.
- 13-15 Camporee

Pack Meeting Pizzaz

OPENINGS

SIX SHIPS OF SCOUTING OPENING CEREMONY

Six Cub Scouts appear in sailor's hats. They carry pieces of poster board cut out in the shape of ships. In large print are the words representing the six "ships" of Scouting.

Cubmaster: Tonight, we are going to tell you about the six ships of Scouting. These are the ships that guide us through life.

1st Mate: SCHOLAR-SHIP. This ship is very important on the sea of education. Her flag bears the symbols of the letter "A!", and a plus sign as well!

2nd Mate: FELLOW-SHIP. This ship stands for good spirit, fine cooperation and never failing unity. Its flag flies high - it is the flag of Scouting.

3rd Mate: FRIEND-SHIP. This is the most beautiful ship of all. It is true blue and its flag is golden, because friendship itself is golden.

4th Mate: SPORTSMAN-SHIP. This ship stands for all that's fair. It never veers from its course. Its flag is never at half-mast.

5th Mate: WORKMAN-SHIP.

This ship's every line, every part, every mast, represents the best that a person can give. Its flag bears a laurel wreath.

6th Mate: STATESMEN-SHIP.

This ship represents wise guidance, constant counsel, unselfish interest and sincere endeavor. Its flag is white for purity.

Cubmaster: And there you have the six strong and sturdy ships to brave the sea of life. Would the audience please rise and join in the Pledge of Allegiance.

PIRATE OPENING CEREMONY

To the men of the sea, three things were essential: a compass, a sextant, and a flag to tell which way the wind blew. To Cub Scouts, these three things are important: (show) a Wolf badge, a handbook and a candle. The badge tells who you are and where you are going; the handbook tells how to get where you are going, and the candle is a symbol of the light of Scouting which penetrates the darkness of hate, prejudice and distrust. It is a light that must be kept burning in the heart of every scout.

ADVANCEMENT

PIRATE ADVANCEMENT CEREMONY

Cubmaster is dressed as a pirate (in pirate hat, etc.). A 2x10 foot plank is placed on the floor. Cubmaster stands at one end of the plank and explains to the Cubs the meaning of “walking the plank” in pirate days. Cubmaster: But tonight, Cub Scouts who have earned another rank will be asked to walk the plank to receive their award and then jump off into working on a new rank with new and different activities as well as exciting fun and adventure. The parents who have been with their sons and helped them along are asked to accompany their sons and walk the plank also. (Cub’s name is called, one at a time, and the rank earned. Den Leader Coach or advancement chairman stands at the other end of the plank and helps each boy and parent on the plank to walk to the Cubmaster at the other end where the Cub receives his award.)

AUDIENCE PARTICIPATION

THE PIRATE VOYAGE

PIRATES – “Brave and daring”
 BLUEBEARD – Stroke beard and say “Walk the plank”
 PORT ROYAL – Stand up and say “Land Ho”
 SHIP – “Jolly Roger”
 SPANISH GALLEON – “Watch out!”
 SAILING OR SAILS – “Oh my aching back”

Long, long ago, before any of you were born, on a distant island called Tortuga, there lived a brave and daring group of people known as PIRATES. These PIRATES were noted for their ability as seamen and SAILING their SHIPS. One day the PIRATES, led by BLUEBEARD, decided to set out on a perilous journey to find a new home in PORT ROYAL. The PIRATES loaded their SHIP with supplies and started SAILING toward PORT ROYAL.

For many days and nights, the SHIP rolled and pitched through the stormy waters. Great SPANISH GALLEONS SAILED dangerously close to the PIRATE SHIP. Each time BLUEBEARD daringly steered his little band of PIRATES past the lumbering GALLEONS. Working the SAILS fast and furiously, they managed to keep the PIRATE SHIP upright. Finally, after weeks of SAILING through the stormy seas and past all those treacherous GALLEONS, the daring PIRATES, led by BLUEBEARD in their PIRATE SHIP, sighted PORT ROYAL. With great joy, the PIRATES continued SAILING until the heaved to on the shores of PORT ROYAL.

“No more SPANISH GALLEONS”, cheered BLUEBEARD.
 “No more SAILING”, cheered the PIRATES.
 “No more PIRATES”, cheered the SHIP. Everyone was happy to be in PORT ROYAL. And that is the story of how BLUEBEARD and the PIRATES settled in PORT ROYAL.

Long Horn Council

CLOSINGS

SMOOTH SAILING CLOSING CEREMONY

Just as ships need to follow a course to get to their destination, so do we as people. We need to have a course for our lives, too. We don’t want to just sail around aimlessly, getting nowhere. We need to know where we are going. Think of yourself as “Captain” of your own ship. Plan your course by setting goals. Look at the final destination and try to keep it in sight even when the seas around you are rough and the gales try to blow you off course. Work hard, just as you have shown here tonight. Work together with your family and friends. Best wishes and smooooth sailing!

LIFE IS LIKE A RIVER CLOSING

As we go through life, let us be ever reminded that life is like a river rushing to the sea, flowing sometimes slow, sometimes fast and yet able to go in different directions. As the water flows, it may stumble but yet continue to flow until it eventually finds its way again. The water may run clear and clean or dark and dirty. And so it is in life, except you are given the choice to choose which direction you will go. Choose wisely.

SET YOUR SAILS CLOSING

When fog prevents a small-boat sailor from seeing the buoy marking the course he wants, he turns his boat rapidly in small circles, knowing that the waves he

makes will rock the buoy in the vicinity. Then he stops, listens and repeats the procedure until he hears the buoy clang. By making waves, he finds where his course lies. Often the price of finding these guides is a willingness to take a few risks, to “make a few waves.” A boat which always stays in the harbor never encounters danger, but it also never gets anywhere. I challenge each of you to make waves and diligently seek your goals in life. Set your sails for new and exciting horizons.

GAMES

CROSSING THE RIVER

Provide each team with pieces of cardboard large enough for two people to stand on. Make sure there are an equal number of pieces for each team. Tell them they must work as a team to get across the river full of hungry crocodiles (or other water animal). No one can touch the ground with any part of their body once they start across, or the whole team has to start over. They are to only step on the cardboard, which are their “rocks.” Someone in the back will have to pick up the rocks as they move along and pass them to the people in front to put down so everyone can move forward. They need to bring all the rocks with them as they go along. The first team with everyone and all of its rocks on the other side wins.

SINK THE BOAT

Provide a bucket filled with water and float a small pie plate on it.

Have boys stand back about 5 feet and give them 5 small balls made of aluminum foil. (Foil is easy to retrieve because it floats.) Boys take turns throwing 5 balls. Give points for each ball that lands in the pie plate and stays there when thrown from the starting line.

BAILING OUT THE SHIP

Divide den into two teams. Each team has a container of water at the starting line, one spoon, and an empty cup. The cup has a line marked about 1" from the bottom. Place it about 20 feet away. Each player takes turns carrying a spoonful of water from the team's container to its cup. The first team that can fill their cup to the line is the winner.

SUBMARINE DIVE

Draw ahead of time a number of 18" circles with sidewalk chalk. These are submarines. There should be one less submarine than the number of the boys. The Cubs hop, walk or run around the play area according to the directions given by the leader. When he calls “Submarine Dive,” each Cub tries to get into a submarine. The one Cub who is left out stays on a submarine for the next game and so gradually, the submarines become occupied. The winner is the one who gains the last vacant submarine.

WALK THE PLANK RELAY

Two teams play this game. Team members line up one behind the other. A piece of tape, 8 feet long is stretched in front of the first person in each team. (This is

the plank.) A chair is placed at the end of each plank. At the word “go!”, the first person starts walking the plank. He must stay on the plank all the time, must touch the chair, and return to the starting point and tag the next person. No one may start until he has been tagged. The team that finishes first, wins.

PIRATE JUSTICE

While your young “pirates” are in the mood, why not have them “walk the plank”.

In a different room, away from the den meeting, or outdoors if weather permits, appoint two pirates (or your den chief and assistant den leader” as custodians of “the plank” which consists of one foot strip of white crepe paper or white cheesecloth. (cloth may be better as it can be handled more quietly.) One by one, the “victims” are led into the room and blindfolded while the “keepers of the plank” talk extravagantly about why he must walk the plank, how he must watch his step, etc. Then while one “pirate” turns the victim around three times, the other noiselessly rolls up the plank. The “victim” proceeds to gingerly walk the plank which has disappeared. The blindfold is removed so he can see the joke, but he is rewarded by being allowed to watch the other “victims” perform.

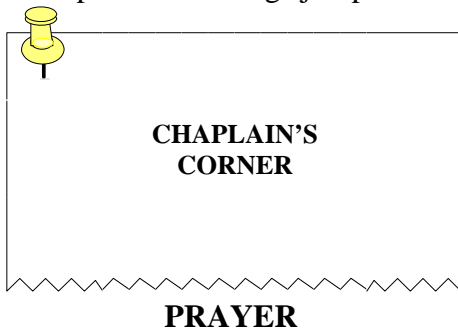
FROG JUMPERS

Equipment: Very thin “Y” shaped twig, rubber band and straight twig for each player

Play Frog Jumpers to see whose frog (twig) can jump the highest, the farthest or jump over something.

There are two ways to make the "frog" jump.

1. Wind the straight twig into the rubber band 10 - 15 times, hold the "frog" down on a flat surface, and then move your hand quickly aside. The straight twig will spin around causing the "frog" to shoot up in the air.
2. Wind the small twig, and then turn it slightly sideways so that it stays in place on the side of the "Y" stick. Then, put the "frog" down carefully.
3. With a long stick give the "frog" a nudge until the twig slips and the "frog" jumps.



“O, help me keep my Promise, God, and teach me to obey.
And show me what my duty is,
to serve Thee everyday. Amen.”

DUTY TO GOD

From its beginning, the Scouting movement has encouraged its members to be faithful in the practice of their religions. The Tiger Cub promise, Cub Scout promise, Scout oath and the Explorer code all call upon members to pledge themselves to do their duty to God. The Boy Scouts of America provides programs and ideals that

complement the aims of all religions, with the result that religious organizations are the single largest category of chartered organization for packs, troops, teams and posts. If we can help the boys to understand that there is a Supreme Being who is guiding us daily, taking care of us and loving us, we may have implanted a seed of righteousness that will grow and mature all of their life. We sincerely hope that the families are giving their sons a religious experience through home life.

A “well rounded” Cub Scout is liked by other Cub Scouts and school friends. He obeys the code of home, school and other people. He works hard in school to make good grades and is willing and eager to learn. He attends church and Sunday school regularly with his family and takes an active part in extracurricular church activities. Perhaps he runs for an office in his grade at school or even has outside activities such as soccer, baseball, etc. that he can show leadership abilities in. While Scouting is not a political organization, the processes of good government, rules of conduct and law are used in the Scouting program. The Scout’s education in the schools will offer you greater support in this area than in the former because of the laws governing the separation of church and state.

The Boy Scouts of America maintain that no member can grow into the best kind of citizen without recognizing an obligation to God. No matter what the religious faith of the member may be, this fundamental need of good citizenship must be kept before him. The Boy Scouts of America recognizes the

religious element in the training of the member but is absolutely non-sectarian in its attitude toward this religious training.

YOU, THE LEADER, CAN:

Introduce A Cub to his need to feel and practice his obligation to God in his everyday living.

Help Him build a sense of personal responsibility for his actions. What you do is what you get.

Challenge Him to exert his best, physically and mentally.

Widen Places and learn about people.

Respect Your Cubs for their individual worth.

Believe In your Cubs. A young boy's ego gets battered and bruised everyday. Take a moment to say you really care.

Guide Your Cubs. How? By being the kind of person we all want our sons to become: faithful to your God, a good citizen of the world, a helpful neighbor, a loyal friend, a good spouse, and a loving parent. And don't forget a cheerful attitude of fun and laughter.

Be There! Can your Cubs count on your word? If he hangs back from a den activity to speak privately with you, will he get your full attention and a follow up?

Piedmont Council

CHEERS

The Wave: Start with one side and let the wave go around the room twice.

Seal Of Approval: Elbows together and clap hands straight out and bark like a seal.

Motor Boat: Pull on starter cord a few times while fluttering tongue on roof of mouth. Then start the sound of a motor boat.

RUN-ONS

I don't know, what?
Fish n' ships

Where does a sick boat go?
I don't know?
Straight to the dock.

Why do fish have schools?
So all the buoys and gulls can get an education.

Cub 1: Do they have Scouts too?
Cub 2: Sure Buoy Scouts and Gull Scouts.

What do octopuses take on camping trips?
Tent-acles.

What do sea monsters eat?
Submarine sandwiches.

Cub 1: What do buoy scouts do?
Cub 2: Make sure the coast is clear.



SONGS

THREE TIGER FISH

(Tune: Three Blind Mice)

Three Tiger Fish, Three Tiger Fish
See how they swim, See how they swim,
Their tails go left and, their tails go right.
Their gills breathe in and, their gills breathe out.
Did you ever see such a slippery sight as Three Tiger Fish?

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, good-night
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.

HOLE IN THE BOTTOM OF THE SEA

There's a hole in the bottom of the sea,
There's a hole in the bottom of the sea,

There's a hole, there's a hole
There's a hole in the bottom of the sea.
There's a log in the hole in the bottom of the sea.
Etc. as above.
There's a bump on the log etc.
There's a frog on the bump etc.
There's a wart on the frog etc.
There's a hair on the wart etc.
There's a flea on the hair etc.
Now the flea on the hair on the wart on the frog on the bump on the log in the hole in the bottom of the sea sneezed.
Now the flea on the hair on the wart on the frog on the bump on the log in the hole in the bottom of the sea sneezed.
Yes, he sneezed, that flea sneezed
In the hole in the bottom of the sea.



CRAFTS

POPSICLE STICK LOG RAFT

Materials: Eight large craft sticks (tongue depressors); One 3/4 x 1 1/2 x 1 1/2 wood block; One dowel for a mast; One sheet of white paper; Yellow wood glue; Permanent markers.

1. Place six tongue depressors together. Cut two sticks to fit the width of the six sticks.
2. Glue the shortened sticks near the ends of the raft.
3. Drill hole in wood block for the mast.
4. Glue the block in the center of the raft. Glue in the dowel piece.
5. Cut sail from white paper. Make holes for mast. Decorate the sail with permanent markers.

6. Attach the sail to the mast

BALLOON POWERED BOAT

Materials: 1/2 gallon milk carton (need 1/2 for each boat); A drinking straw that bends; Heavy duty tape; A long balloon; Scissors; A nail.

1. Cut one side from the carton to make the boat.
2. Trim the straw so the part that bends is exactly in the middle. The straight parts should be about 2 inches each.
3. Tape one end of the straw inside the balloon. Secure the tape tightly but don't collapse the straw.
4. Using the nail, poke a hole in the bottom of the carton (the stern of the boat).
5. Insert the balloon straw "air jet" through the hole in the stern. Pull the straw through and bend it at a ninety degree angle.
6. Blow up the balloon. Then hold the end of the straw with a finger. Launch the balloon boat in the water.

TUB TIME TOY

A tub-time toy that doesn't need batteries. It does move on its own.

Materials: Waxed cardboard (e.g. milk or ice-cream cartons, butter boxes); Scissors; Pencil; Ruler; Water proof tape (duct tape or strong packing tape); Bar of Ivory soap.

1. If you are using cardboard from food container, wash out the carton well.
2. Cut a 2" by 3" rectangle out of one side of your carton. Find the center of a short side of the rectangle, then use a ruler to mark a straight line from this center point

to the corners at the opposite end. Fold up along these lines.

3. Tape up the end of the boat with the waterproof tape.
4. Cut a very small wedge from the soap. Then cut a hole in the back of your boat, making it smaller than the wedge.
5. Put the boat in a half-full sink, bathtub or other quiet water. Place the soap wedge into the hole in the boat so that the point of the wedge is touching the water. The rest of the wedge sits on top of the boat. Now watch your boat move forward.

BUOY KEY RING

It floats, so it's a good gift for anglers and boaters.

1. Drill a hole through the middle of a cork.
2. Insert a large plastic coated twist tie through the hole in the cork.
3. Thread the key onto one end and securely twist the ties together.
4. Test for buoyancy in a sink filled with water. If it sinks, try a larger cork or add another one.

"GOOD DEEDS" TOTEM POLE

Materials: four 2 1/2" terra cotta pots; four 3/4" clay saucers; acrylic paints (dark blue, yellow); craft foam (yellow, brown, white); black 5mm seed beads; yellow construction paper; multi-purpose cement glue; paper; pencil; scissors; paintbrush; paper plate (for palette)

Instructions:

1. Trace and cut out patterns (see picture for examples)

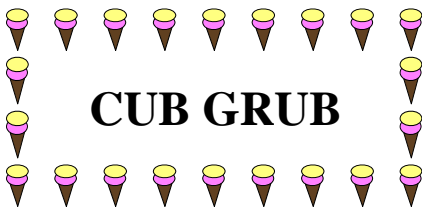
1. Make the pole (see below). Place open end of saucer on flat work surface. Apply glue to rim of one pot; glue rim to bottom of saucer. Apply glue to bottom of second pot; glue to bottom of first pot. Apply glue to rim of third pot; glue to rim of second pot. Apply glue to bottom of fourth pot; glue to bottom of third pot. Let dry. Use blue to paint totem pole. Let dry.



2. Assemble the eagle (see below). Center and glue body to front of wings so bottom of body and wings are even. Glue head to top of body. Glue beak to head. Glue seed beads (eyes) to head. Glue body to outside rim of top pot. Let dry. Use marker to write "Do Your Best" on emblem; glue emblem to center front of pole. Paint name on bottom of rim if desired.

3. Finish up. Cut seven strips from construction paper. Write good deed messages on each strip, for example: open a door for someone; help a neighbor (or parents) rake leaves; empty the garbage in all the rooms; take out the trash; etc. Fold and place each strip into top pot. Remove one message each morning and try to “do the deed” as often as possible.

Heart of Ohio Council



SPLISH SPASH SLUSHIES

Ingredients: 2 12 oz cans of frozen juice concentrate, thawed, any flavor; 1 32 oz bottle clear soda (7-Up, ginger ale, or Mountain Dew); small paper cups or zip-top freezer bags (sandwich size)

1. Mix together the thawed juice concentrate with the soda.
2. Ladle 1/2 cup of the mixture into each paper cup or zip-top bag.
3. Place in the freezer for at least 30 minutes.

Makes approximately 12 treats.

SAND DOLLAR COOKIES

Dough: 1/2 cup (1 stick) butter, at room temperature; 1/2 cup sugar; 1 large egg; 1 tsp almond extract; 1/4 tsp salt; 1 1/2 cups all-purpose flour

Topping: 1 large egg white; 1/4 cup sliced almonds

1. Beat the butter and sugar in a mixer bowl. Using an electric mixer, beat them on medium speed until the sugar and butter blend together into a soft ball.
2. Break the egg into the batter. Add the almond extract and salt. Mix until blended.
3. With the mixer on medium speed, add the flour a little at a time. When all the flour has been blended, the dough should look crumbly.
4. Turn the dough out onto a clean surface. Knead the dough until it is smooth and shiny, 3 to 5 minutes. (Kids like kneading the dough.)
5. Shape the dough into a thick log and wrap it in a piece of plastic wrap. Refrigerate for 1 hour.
6. After the dough is chilled, place an oven rack in the center of the oven. Preheat the oven to 350.
7. Unwrap the dough on a cutting board. Using a knife, carefully cut the log into 1/2-inch-thick slices. Put the slices about 1 inch apart on the cookie sheet.
8. Put the egg white into a bowl. Beat the egg white with the electric mixer until it's very foamy and white. Use your finger to rub egg white over the top of each cookie. (Wash your hand afterward.) Sprinkle the tops with the almonds.
9. Bake until the cookies are golden, about 10 minutes.
10. Cool on a cooling rack. Makes 36 cookies.

PEACHY SALAD TO FLOAT YOUR BOAT

These are fun to make and a good way to get your kids to eat their fruit.

You will need to plan ahead as it will need to chill.

Materials: 1 pkg. (3 oz.) blue gelatin; 1 cup boiling water; 1 cup cold water; 1 small can peach halves, drained (15 oz.); 4 toothpicks; 2 thick slices American cheese; 2 cups torn lettuce

1. Place gelatin in bowl; add boiling water and stir till dissolved.
2. Stir in cold water.
3. Pour into 4 salad plates; carefully place in fridge; place the peach half-cut side up. Leave till set.
4. Cut the cheese slices in half diagonally.
5. For the sail, carefully insert the toothpick into the top center of each cheese triangle.
6. Bend cheese slightly; push the toothpick into the center of the peach
7. Arrange the lettuce around the plate.

Heart of Ohio Council

WEBELOS CITIZEN ACTIVITY BADGE

WHERE TO GO, WHAT TO DO

- Buy a pack of U.S. commemorative stamps. Pass out several to each Webelos and challenge them to discover the story behind the stamp.
- Plan and carry out a citizenship project or litter campaign, complete with posters, etc.
- Visit a city council meeting, police station, etc.
- Discuss the various organizations in your community, which help people. How are they financed and run? Do they use volunteer help? Visit one of these organizations.
- Discuss ways boys can be good citizens. Let them make lists of things they will try to do regularly.
- Observe the voting process.
- Invite a “new” citizen to talk to boys and tell what becoming an American means to them.

GOOD TURNS

Plan a special Good Turn to do at the next pack meeting. Perhaps setting up chairs, cleaning up, bringing for or drinks... Offer to help the school or church with the overflowing Lost and Found. If items have not been recovered at the end of the school year, sort and wash them and take them to Goodwill or another organization. Arrange for a tour while you're there, to see how their organization helps other people. Get ideas for what else you can do... Go around your neighborhood and

remind people to fly their flags on the next holiday... Ask at city hall what a den of Webelos could do to help the city with a job...

CITIZEN VIDEO

Have the den members write a script pertaining to citizenship. It could be about historic areas around you, rights and duties of citizens, or what makes a good citizen. The boys then make a video to show at a pack meeting or special event.

CITIZEN TEST

Two teams face each other with a wide space between them. The leader asks each player a question about the Declaration of Independence, the Star Spangled Banner, The President, Vice President, Governor or other fitting subject. A correct answer entitles that team to take one step forward. An incorrect answer passes the question to the other team. The team to cross the other team's starting line first is the winner.

CITIZENSHIP RATING SHEET

Ask the boys to rate themselves on their citizenship using the chart shown below. Rating themselves might have the effect of improving their citizenship traits, or at least their efforts to become better citizens. Tell the boys that no one will know how they rate themselves, unless they want to tell. Urge them to be honest with themselves in making their rating each week.

I will try to rate myself fairly on each of the following traits of good citizenship.

I will try to improve myself so that on future ratings I can honestly give myself a higher score.

Name _____

Traits Scores

1. I am honest, even in little things.
2. I am courteous, loyal and kind to my parents, teacher, and Webelos leader.
3. I try to show good sportsmanship.
4. My parents and friends can trust me to do what I say I will do.
5. I work and play cheerfully with others.
6. I always keep my promise.
7. I take good care of my own things and things that do not belong to me, such as school books, school property, etc.
8. I do my best to keep the Cub Scout Promise all the time.
9. I always help to clean up after den meetings and when I'm needed in my school classroom.
10. I never make fun of people (*except maybe kidding around with my friends.*)

TOTAL _____

**Rating scale: 5=very good
4=good 3=fair 2=poor 0=very poor.**

Piedmont Council

WEBELOS SHOWMAN ACTIVITY BADGE

WHERE TO GO, WHAT TO DO

- Have a story telling session. Have each boy come prepared to tell the best true life story he knows about something that happened to himself, or a friend or family member.
- Tell a funny or silly story and just as you get into the plot, ask the boy next to you to continue the story for a while. Let him carry it for a while and pass it on to the next boy.
- Do a series of pantomimes or charades. Divide into teams. Have prepared basic and crazy categories to act out like U.S. Presidents, current song titles, rap music titles, sports figures and names of schoolteachers or principals.
- Try to find a very simple but easy to do “old melodrama” with the villain in black and sweet heroines etc. and see if the boys can do it pantomime using signs as cues to the audience. Emphasize body language and exaggerated facial expressions to communicate the ideas.
- The Den could produce a video, one with a story or not, demonstrating an activity or skill or just about anything. It could be narrated and could be good entertainment for a pack meeting.
- Scouts like silly or gross songs. They have a good collection of the ones they like, you just need to hit their “go” button and use lots of enthusiasm.
- Attend a high school or local community theater group play.

- Record fun and silly sounds like the washing machine running, paper bags bursting, toilets flushing and making animal noise imitations. With this “whacky” collection of sounds, have them weave a story line or have some one narrate a story with sound effects telling the story.

ICE FISHERMAN SKIT

Personnel: 3 Cubs

Two men are fishing through a hole in the ice, but having no luck. A boy fishing through a nearby hole keeps pulling out one fish after another. The men ask if they might trade places with the boy. He mumbles an agreement, they trade places but the men still have no luck while the boy continues to catch fish. One man asks the boy what is secret is and the boy mumbles an incoherent answer. The man can't understand him, asks the boy to repeat his answer. Finally the boy spits something into his hand and repeats loudly: “You've got to keep the worms warm!”

BY THE LIGHT OF MY SCOUT FLASHLIGHT

(Tune: By the Light of the Silvery Moon)

By the light of my Scout flashlight
Wish I could see, what it was that
just bit my knee
Batteries, why-y did you fail me?
The chance is slim, the chance is slight
I can last through the night, with
my Scout flashlight

BUG JUICE

(Tune: On Top of Old Smokey)

At camp with the Cub Scouts, *(or Webelos)*
They gave us a drink.
We thought it was Kool-aid,
Because it was pink.
But the thing that they told us.
Would've grossed out a moose.
For that great tasting pink, drink,
Was really bug juice!
It looks fresh and fruity,
Like tasty Kool-aid.
But the bugs that are in it,
Were murdered with Raid!
We drank it by the gallons,
We drank it by the tons,
And then in the morning,
We all had the runs!
So when you drink Bug Juice,
And a fly drives you mad.
He's just getting even,
'Cause you drank he dear old dad!

SHORT SKIT

Cub 1: *(has shoes on wrong feet.)*

Cub 2: *(Enters, looks at Cub 1)*
What's wrong?

Cub 1: *(groans)* My feet are killing me.

Cub 2: Do you have corns?

Cub 1: No.

Cub 2: Do you have bunions?

Cub 1: No.

Cub 2: Have you been walking a lot?

Cub 1: No.

Cub 2: Oh I see... you have your shoes on the wrong feet.

Cub 1: Well, they're the only feet I've got!