



Northern Tier Roundtable Helps

Volume 6 Issue 3

October 2006

Theme: Cubs In Shining Armor Webelos Badges - Craftsman & Readyman

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OCTOBER CALENDAR

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

NOVEMBER CALENDAR

- 1 Day Camp Staff Meeting
- 2 Roundtable
- 4 Den Chief Conference
Univ. of Scouting
- 18 Super Saturday
Commissioner College
- 23 Council Office Closed
- 24 Council Office Closed

WEBSITE OF THE MONTH:

Family Fun Halloween Crafts

[http://familyfun.go.com/arts-and-crafts/
season/specialfeature/
halloween_ms_crafts/](http://familyfun.go.com/arts-and-crafts/season/specialfeature/halloween_ms_crafts/)

Pack Meeting Pizzaz

OPENINGS

A SHINING MEETING OPENING CEREMONY

Personnel: Half the den will dress as knights, half will be Cub Scouts. Some boys may recite more than one line.

Props: Knights hold scrolls on which their parts are written

Setup: Flags are posted in the front. The knights enter from one side, Cub Scouts from the other.

CUB SCOUT 1: Hey, who are you?

KNIGHT1: We are knights in shining armor from days of yore. Who are you?

CUB SCOUT 2: We are Cub Scouts. We have to practice the Cub Scout Promise.

KNIGHT 2: We are practicing the Knight's Code of Chivalry

KNIGHT 3: Be always ready with your armor on, except when you are taking your rest at night. At

whatever you are working, try to win honor and a name for honesty.

CUB SCOUT 3: I promise to do my best...

KNIGHT 4: Be prepared to fight in the defense of your country.

CUB SCOUT 4: To do my duty to God and my country...

KNIGHT 5: Defend the poor and help them that cannot defend themselves. Do nothing to hurt or offend anyone.

CUB SCOUT 5: To help other people...

KNIGHT 6: Never break your promise.

CUB SCOUT 6: And obey the Law of the Pack.

KNIGHT 7: Chivalry requires that youth be trained to perform the most laborious and humble offices with cheerfulness and grace, and do good unto others.

CUB SCOUT 7: Just like Cub Scouts!

MERLIN TIME TRAVEL TO CAMELOT OPENING CEREMONY

My Lords and Ladies.

To you, who over the countless years hold aloft the honor and spirit of Scouting, I bring greetings. I am Merlin, the magician. Tonight I am commissioned by my liege and Lord, King Arthur, to take you back through the countless years to the court of Camelot. All you need to do to make the journey safely is to close your eyes when I tell you, and keep your eyes closed until you hear the sound of the trumpets. It is most important that you do exactly as I say. For if you open your eyes too soon, you will be lost somewhere between now and then and it will not be possible to find you. Only the strong should attempt this journey and those who are unable to go with us should leave the room at this time. We are now ready.

First, I must light the magic fires. I light the Fire of Honor (*lights candle*). I light the Fire of Duty (*lights candle*). I light the Fire of Courage (*lights candle*).

Now, listen carefully, and I beg of you, for your own safety and well being, do exactly as I command you.

Incantation:

Oh, magic fires burning bright,
Take us swiftly beyond this night,
Let us through the centuries fly
Till, yea, a thousand years go by.
Now close your eyes till trumpets
sound,

For only then is Camelot found...
Now close your eyes, till trumpets
sound

(softly and fading)

For only then is Camelot found....

Now close your eyes...
At this point Grand Entry of
Knights (*Cubs*) in full costume
can begin.

SIR CUB KNIGHTS OPENING CEREMONY

Personnel: Cubmaster (or Committee Chairperson) 7 Cub Scouts, each with a letter printed to turn up.

CUBMASTER: Long ago when the world was in darkness and evil, a group of men pledged themselves to their king and to going throughout the countryside to do good and brave deeds do help others. Tonight our Cubs and Webelos remind us that chivalry and good deeds are not a thing of long ago.

S - stands for same. Some things may have happened hundreds of year's ago, but the way the knights acted then is the same way we should act now.

I - stands for ideas. The ideas of the knights to do good deeds for those in need should be our ideas for today.

R - stands for respect. A true knight, respects his king, his elders, women and all those it need of help. Like the knights of old, we too respect our parents and all older people.

C - stands for courtesy. A knight knows that the best way of doing anything is to do it in a courteous manner. Cubs also know that the best way to get along with everyone is through courtesy and politeness.

U - stands for unity. Even when the knights did things alone, they knew that they belonged to a special group and they acted as members of that group. So we Cubs too, are unified in a special group of which we are truly proud.

B - stands for belonging. Once a knight went through his knighting, he knew that he belonged. Cubs know that they belong to their family, their church and the pack.

S - stands for special. The Roundtable was made up of a special group called Sir Knights. We belong to a special group of boys called Cubs and Webelos!

CUBMASTER: Our theme for this month is that special group of men of old called Knights of the Roundtable. We all are special in the sense that we are Americans. Will everyone please stand to pledge our allegiance to our flag which represents all of us.

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ADVANCEMENT

NIGHTING OF THE WEBELOS ADVANCEMENT CEREMONY

Materials: For each Webelos Scout, a knight's shield made from poster board with the Webelos emblem painted on the front

and a hand strap glued to the back so the boy can slip his hand through; a sword for the King (the Cubmaster).

Personnel: Court announcer, King (Cubmaster), Cub Scouts

COURT ANNOUNCER: Hear you! Hear you! Hear you! The Royal Court of King (*Cubmaster's name*) is now in session for the purpose of welcoming new members into the Loyal Order of Webelos. These knights have worked hard earning the Fitness, Citizen, and one other activity badge. They have been faithful in attending den meetings. They have demonstrated their faith in God and have begun learning about Boy Scouts. Truly they have earned their way into the Loyal Order of Webelos. As I call each boy forward, will his parents please accompany him to the front? (*Use names like "Sir Tom the Trustworthy," "Sir David the Courteous," etc.*)

KING: (*presents a shield to each new Webelos Scout and the badge of rank to the boy's parent; Scouts kneel on one knee as the Cubmaster knights each boy by touching each boy's shoulder with the sword*): I dub you Sir Tom the Trustworthy.

The boy's parents then present him with his Webelos badge. The audience performs the Cheer for the Blue and Gold Knights.

CLOSINGS

THE CHARGING OF THE KNIGHTS CLOSING

Materials: Round table (*if available*), candle

Personnel: Cubmaster (king) seated at the round table; den leaders are the knights standing around the roundtable.

CUBMASTER: I ask all Cub Scouts to stand to be charged. You have learned much about the knights of yore, their duty, their honor, their bravery. I will now send my knights to you. They will whisper a password. You are to whisper this password to the boy next to you and so on until all Cub Scouts here tonight have the password. (*The knights go into the audience to where their den is standing and whisper the password to the first boy; he then passes it on. The password is "Do Your Best." The knights return to the front.*)

Cub Scouts of the Royal Order of Pack ____, you are charged with upholding this password. I now light this candle to represent the Spirit of Cub Scouting. Knights, parents, and Cub Scouts, let us close our meeting tonight by singing "Cub Scout Vespers." And remember to always honor the password.

Cub Scout Vespers (Tune: O, Tannenbaum)

As the night comes to this land,
On my promise I will stand.
I will help the pack to go,
As our pack helps me to grow.

Yes, I'll always give goodwill.
I'll follow my Akela still.
And before I stop to rest,
I will do my very best.

AUDIENCE PARTICIPATION

THE FAIR MAIDEN'S PLIGHT

Knight/s: Clankety-clank
Maiden/s: Help, Help
Mean King: Gr-r-r-r-r
Dragon: Roar-r-r-r-r-r-r-r

Back in the days of bold **KNIGHTS** and fair **MAIDENS** there lived a **MEAN KING** with his daughter, who was indeed the most beautiful **MAIDEN** in all the land. All those who passed by their castle would see this fair **MAIDEN** sitting by the hour in the window longing to be set free.

It was told about the land that this fair **MAIDEN** had a curse put on her by a wicked witch, that if a **DRAGON** which lived in the woods close by, were to look upon her, she would suddenly become the most ugly **MAIDEN** who ever lived. That is why the **MEAN KING** kept her locked within the castle.

Of course, after hearing this, all the brave **KNIGHTS** for miles around came to that part of the land, hoping to kill the terrible **DRAGON** and thus save the fair **MAIDEN** from a terrible fate. Night and day the brave young **KNIGHTS** searched for that terrible **DRAGON**. Each one hoped to save the fair **MAIDEN** and take her away from the castle of the **MEAN KING**.

One day there came a gallant **KNIGHT** who was much wiser than all the rest. He decided that

since the **DRAGON** was nowhere to be found that maybe there was another reason why the **MAIDEN** didn't come out. He rode his horse as swiftly as he could and charged at full speed right through the door of the castle, sending debris and rubble flying in all directions.

It seems the **MAIDEN** couldn't find the door because the castle was such a mess, and that is why she hadn't come out.

The brave young **KNIGHT** bounded up the stairs and carried his fair **MAIDEN** down and put her on his horse. They rode away from the castle of the **MEAN KING** and left the other **KNIGHTS** still searching for the terrible **DRAGON** which didn't even exist!

GAMES

SWORD BALANCE RELAY

Materials: Cardboard sword and large balloon for each team

Organize the players into teams. Teams line up behind a starting line. The first boy holds a sword and balloon. On signal, he places the balloon on the flat part of the sword and races to the other side of the room while bouncing the balloon in the air with the sword. When he returns, he passes the sword and balloon to the next boy. Once play has begun, the balloon must be touched by the sword only, or the last player must start the run over.

TEETERBOARD JOUSTING

Materials: Two thick round boards, 24 inches in diameter; sandpaper; two large, flat-topped rocks; two plungers with soft balls inserted into the cup part and covered with clean cloth taped or tied on with string

Preparation: After the wooden circles are cut out, sandpaper the edges and the top smooth. Place each board on top of a rock so the board teeters or rocks back and forth.

To joust, each knight tries to push the other knight off his jousting board. No swinging, hitting, or hard thrusting of the poles. When one knight steps off the board, the other knight is declared the winner.

DWARFS, WIZARDS, AND GIANTS

Similar to "Rock, Scissors & Paper," except this game is played with your whole body, instead of just your hands.

Wizards zap Giants
Giants smash dwarfs
Dwarfs attack Wizards

Divide the players into two groups. Each team huddles together to decide which character they will be at the line. The entire team must agree on the same character: Wizard, Giant or Dwarf. The teams form lines (teammates shoulder to shoulder), facing each other across a centerline. At the count of 3, both teams make the gesture representing their selected character.

Dwarfs: Raise hands to shoulder height and bend fingers forward.
Wizards: Extend one arm forward and wiggle fingers on extended hand as if casting a spell.
Giants: Raise both arms straight up overhead and bend fingers forward.

The dominating team reaches across the line and tries to touch the opposing team as they attempt to escape by quickly moving backwards. For example, if one team shows Wizards and the other shows Giants, the Wizards quickly try to reach over and touch the Giants. None of the players may step across the line. If a subordinate player is touched, he must leave his team and join the other side. If someone goofs, and thinks his team's character is supposed to beat the other team's character and he reaches across and touches a member of the other team, he must join that team. If a player makes the wrong sign (e.g., makes the gesture of a Wizard when the team had decided to be Dwarfs), he must also join the other team.

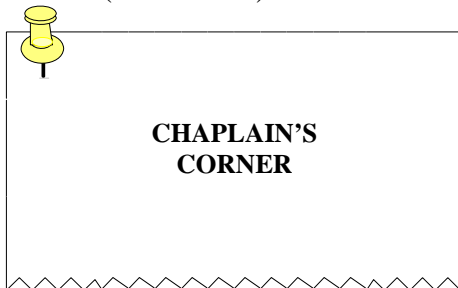
To make the game more intense, players can line up facing each other behind lines drawn approximately 3 to 4 feet apart. Upon showing their characters, the dominant-character team chases the subordinate-character team, trying to touch them. A "safe" line can be set at any distance you choose, depending on your field of play. If a retreating player is touched prior to reaching the safe line, he must join the opposition. The object of the game is to get everyone on the same side of the line.

ST. GEORGE AND THE DRAGON GAME

Equipment: 2 easels, 2 pieces of poster board, 2 straight sticks, 2 needles, pins, balloons, 2 sets of cardboard armor (opt)

Draw a picture of a dragon on the poster board. Next, attach the balloons to the dragon. The dragons are set up on easels 6 feet apart at a designated distance from the starting line. Attach the needle to the end of the stick to create dragon killing lances.

Divide the den into teams. One boy acts as a horse, while another acts as the rider. On "go" one pair from each team rides to the starting line. The riders put on their armor, pick up the lance, and remount their horses. Then the charge begins! Using the lance, the rider breaks one of the balloons on his teams' dragon. He has only one try. When his attempt is over (whether successful or not) the horse gallops back to the starting line where they give their props to the next pair. The relay continues until the dragon is dead (balloonless).



CHAPLAIN'S CORNER

PRAYER

"My Lord, I am ready on this new day to go seeking adventure on the high road. I will serve you faithfully, bravely, and joyfully, and ask for your daily blessing. Amen."

STONE SOUP

Once upon a time, a hobo wandered into a strange town. He was tired and hungry, so he went to the townspeople and asked for some food. But they would not share their food with him.

"I'll have to teach these people a lesson in sharing," he thought to himself. "And I'll get a hot meal while I do!"

Off he went. He gathered up a few sticks and took them to the middle of town. There he made a pile of sticks and lit a fire. Then he took out an old iron pot, filled it with water, and put it on the fire. When the water began to boil, he placed a stone in the pot. And he began to stir it and taste it, smacking his lips "mmm, mmm, mmmm".

Soon the townspeople gathered around and asked the hobo what he was cooking.

"I'm cooking stone soup," he replied. Everyone laughed. He gave the soup another stir and taste. "Mmmm, good!" he said, "but it needs a little beef to bring out the flavour."

Several people ran off and returned with chunks of beef to put into the soup. The hobo stirred and tasted again. "Mmmm delicious!" he said, "but a few vegetables would make it even better." Other people left and came back with vegetables to put into the soup. Soon the pot was filled to the brim with vegetables, beef and, of course, the stone. And what a mouthwatering aroma arose from it!

"Can we taste, please?" asked the townspeople. "It smells so delicious!"

The hobo thought and thought. "I don't know," he finally said. "You wouldn't give me any food when I first came into town. But," he looked around, "you did give meat and vegetables for my stone soup."

He paused again and everyone waited expectantly. "Yes!" he said, after what seemed the longest time. "Yes, of course you can help me eat this soup."

And without more ado, he shared the soup all around. Would you?

CHEERS

Sword Applause: Pretend to have a sword in your hand. Swing it across your body three times saying, "Swish, swish, swish!"

Cheer for the Blue & Gold

Knights: Divide the audience into two parts. One cheers for the blue knight, one for the gold knight. Hail to the blue knight! Hail to the gold knight!

Blue knight!
Gold knight!

Blue knight!
Gold knight!

ALL: They do their best, just like you! (*Point to each other.*)

Knight Applause: Kneel and place your hand on your left shoulder then on your right shoulder while saying, "I dub thee Sir Knight".

RUN-ONS

Why didn't the skeleton cross the road?
He didn't have the guts.

What do ghosts serve for dessert?
Ice Scream

Why do witches fly on brooms?
Because vacuum cleaners are too heavy!

What is the best place for a haunted house?
On a dead-end street!

What do you call a skeleton who won't work?
Lazy Bones.

What kind of mistakes do spooks make?
Boo Boos

Why wasn't there any food left after the monster party?
Because everyone was a goblin!

What has webbed feet, feathers, fangs and goes quack-quack?
Count Duckula



**THE KINGS OF OLD
HAD KNIGHTS IN
SHINING ARMOR**
(Tune: She'll Be Coming
'Round the Mountain)

The kings of old had knights in shining armor (*clink clink*),
The kings of old had knights in shining armor (*clink, clink*),

Oh, the kings of old had knights,
Yes, the kings of old had knights,
Oh, the kings of old had knights in shining armor (*clink, clink*).

They did their best to rescue fair young maidens (*save me!*)
They did their best to rescue fair young maidens (*save me!*)
Oh, they did their best to rescue,
Yes, they did their best to rescue,
Oh, they did their best to rescue fair young maidens (*save me!...clink clink*).

Other verses:

They worked together to slay the big bad dragon (*fire, fire*)...

They fought with strength & honor for their Lord (*clang, clang*)...
The knights of old were loyal to their country (*sa-lute*)...

The knights of old had horses strong and sturdy (*whoa, back*)...

**GREAT PUMPKIN IS
COMING TO TOWN**
(Tune: Santa Claus Is
Coming To Town)

Oh, you better not shriek,
You better not groan,
You better not howl,
You better not moan,
Great Pumpkin is comin' to town!

He's going to find out,
From folks that he meets,
Who deserves tricks,
And who deserves treats,
Great Pumpkin is comin' to town!

He'll search in every pumpkin patch,
Haunted houses far and near.
To see if you been spreading

gloom,
Or bringing lots of cheer.

So, you better not shriek,
You better not groan,
You better not howl,
You better not moan,
Great Pumpkin is comin' to town!

**TWELVE DAYS OF
HALLOWEEN**

(Tune: Twelve Days of
Christmas)

On the twelfth day of Halloween,
My mom gave to me:
Twelve bats a-flyin,
Eleven masks a-leering,
Ten ghouls a groaning,
Nine ghosts a-booing,
Eight monsters shrieking,
Seven pumpkins glowing,
Six goblins bobbling,
Five scary spooks,
Four skeletons,
Three black cats,
Two trick or treaters,
And an owl in a dead tree.

TRICK OR TREAT
(Tune: Jingle Bells)

Dashing through the streets,
Meeting goblins as we go,
Wearing contour sheets,
Wishing it would snow.
Bells in doorways ring,
Making spirits bright,
What fun it is to come and sing
And get some food tonight.
Trick or treat, trick or treat,
Trick or treat we say!
Try to get the treats before
The ghost takes us away!
Trick or treat, trick or treat,
Trick or treat we say!
If you don't have treats for us
We'll never go away

SKITS

DRAGON AROUND

Cast: Dragon (with head of boy and as many body pieces as you need finishing with the tail.)

Sir Cub Scout

Props: Cardboard bushes, sword, flames (red tissue paper), feather, hotdog, red sock.

Setting: The dragon comes on stage. Head boy sticks red-socked hand out of the mouth occasionally as if fire is shooting out.

Dragon: Ahhhhh Chooooo...(as dragon sneezes throw red colored tissue paper on fake bush as if it had caught fire, do this a couple of times)

Sir Cub: Now cut that out. Dragon, prepare to be slain.

Dragon: Sir Cub Scout, why are you going to slay me? I'm a peaceful dragon. I have done you no harm.

Sir Cub: No harm! What do you call all these burning bushes? You are destroying the king's forest. I promised the king I would take care of you, and that's just what I'm going to do.

Dragon: But, you don't understand. It's not my fault. I just can't stop sneezing. Maybe you can take care of me another way?

Sir Cub: (Reaches into the dragon and pulls out the feather) Here is the problem, no wonder you couldn't stop sneezing. But, in order to satisfy the king we must find something useful for you to do.

Dragon: What can I do? Being a dragon is all I know.

Sir Cub: I have an idea. (Pulls out hot dog and puts it on a stick and holds it in front of the dragon) Now blow on this, you can be the king's personal cook. His favorite food is charcoal broiled hotdogs.

THE COFFIN

Although this skit has only three Scouts acting out the parts, the whole den or pack could get involved in putting together this skit for the pack meeting. What works best for your pack or den is what will be best for putting together this skit. But scenery could be made, sound effects added, animals could be in the woods, etc.

On a camping trip, three Scouts saw a strange green glow on a house up on the hill from their campsite. Being adventurous, these Scouts waited until everyone else went to bed and decided to investigate.

Armed only with their trusty flashlights, they left the campsite in search of the origins of the strange green glow. They crossed a meadow and entered a wooded area and finally came to the gate of this old house. The house appeared to be abandoned and was in disrepair.

They carefully approached the house. One of the Scouts decided this was too creepy for him and he told the others that he would wait on the porch for them.

The other two Scouts opened the front door and entered the house.

There were cobwebs everywhere. No one had been in this house for years. One of the two Scouts decided this was too creepy for him too and told his friend that he would stand guard at the front door.

The lone Scout looked all around the house. He looked up the stairs and saw the faint green glow. As he ascended the stairs, the green glow became brighter. As he reached the top of the stairs, he looked into one of the rooms. There stood a coffin floating in the middle of the room!

Frightened, he started running down the hall away from the coffin, the coffin followed. He ran down the stairs to his friend at the door, the coffin followed. They ran out the door to the gate to their friend, the coffin followed.

The three Scouts ran into the woods, the coffin followed. They ran across the meadow, the coffin followed. They took a wrong turn on their way back to their campsite and ended up by a cave, the coffin followed. Cornered against the cave wall, there was no place to turn and still the coffin followed. Cornered against the cave wall, there was no place to turn and still the coffin followed.

They were doomed! The youngest of the three Scouts reached into his pocket and put something into his mouth. All of a sudden the coffin disappeared!

Amazed, the other two Scouts asked him what he put in his mouth. After they reached camp, the youngest Scout told his friends

what he put in his mouth. A cough drop to stop the coffin!



COAT OF ARMS NECKERCHIEF SLIDES

Materials: 1-inch pieces of 3/4-inch-diameter PVC pipe, craft foam, glue, fine-tip markers

Draw (or trace from a template) the shape of a shield onto a piece of craft foam. Using markers, have each boy draw on the shield one or two symbols that represent his life. Glue PVC ring to the back.

WIZARD PARCHMENT

Materials: cold coffee or tea (about 1/2 cup), piece of white paper, string or ribbon, a blowdryer, markers, paints or pens.

Instructions:

Take a piece of nice white paper and rip off all the edges (don't cut them with scissors, rip them!) If you rip the paper a bit more than you meant to, it's not the end of the world... it just makes the parchment look older.

Crumple the paper up as tightly as you can into a ball. Flatten the paper out again and put onto a plate or cookie sheet. (if you haven't told the kids what you're doing, they'll start thinking you're really weird right about now).

Pour coffee or tea over the paper. Swoosh around with your hands to

make sure it covers everything. Let it sit for about 5 minutes (if you're doing it with a group of impatient crafters, you don't have to let it sit so long... 2 minutes is enough to give it some colour). Pour the coffee off into the sink.

Blow dry with a hand held blow-dryer on high for about 5 minutes (leave it sitting on the plate while blowdrying or it will tear to pieces). When it's pretty dry (and starts to lift a bit) switch the blow-drier to low to finish off (about another 2 minutes). Write a note or draw a map. This makes a terrific invitation for a party.

To finish off your letter or map, roll it up and tie with a piece of wool or ribbon.



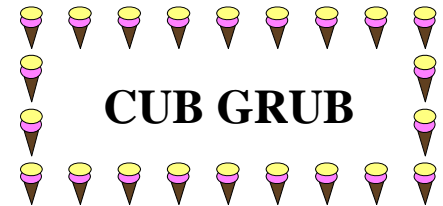
CAULDRON DESK ACCESSORY

Materials: Metal dip container; 3 Small wooden beads; Tacky glue; 3 Large wooden beads; gray paint; Paint brush; Wax paper or plastic bag (to protect work area)

Instructions:

1. Remove label, wash, rinse, and dry container.
2. Lay out wax paper or plastic bag (turn wrong side out) to protect work surface.
3. Paint container and beads with gray paint. Let dry. You may need to apply an additional coat. Let dry.

4. Turn container upside down and glue on beads, evenly spacing around the outside bottom of the container. Let dry.
5. Turn container over and fill with paperclips, rubber bands, or other small items. Enjoy your new desk accessory!



CUB GRUB

CHOCOLATE COVERED FROGS

Ingredients: Gummy style frogs; Semi-sweet or milk chocolate pieces; microwave; Microwavable measuring cup; Tea spoon; Wax paper; Plate; refrigerator

Instructions:

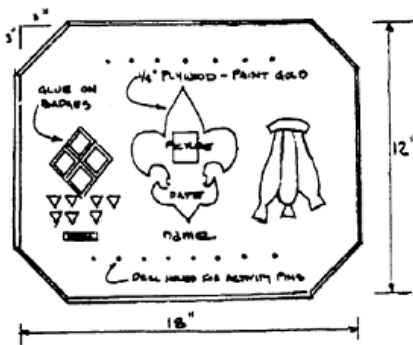
1. Tear off a piece of wax paper and place on plate.
2. Microwave chocolate pieces in measuring cup in 30 second intervals on medium until it melts. Be careful not to burn it!
3. Stir chocolate.
4. Carefully dip the back end of the frog into the chocolate and place on wax-coated plate.
5. Repeat for remaining frogs.
6. Place in refrigerator to set the chocolate.

WEBELOS CRAFTSMAN ACTIVITY BADGE

WOODEN WIND CHIMES

Create your own open-air concert with an orchestra of lattice, screen, rounds, half rounds, quarter rounds, dowels, squares, base caps, coves and stops, all clustered together to form a melodious wind chime. The tones will vary according to the weight, length and patterns of wood molding you choose. After you've made your selection, attach small eye hooks at the end and suspend them from a frame of squares with dowel cross pieces. The distance between them should be far enough apart to swing freely, but close enough to touch in a gentle breeze. Stain or oil as you desire, then hang it from your porch or a nearby tree and await the first musical selection.

WEBELOS KEEPSAKE



Materials needed: 8"x 12" piece of 1/2" plywood, 1/4" plywood cut in fleur-de-lis shape, sandpaper paint or stain, picture hanger permanent black marker

Sand and stain or paint plywood, then glue the fleur-de-lis in the middle of the plywood. Place a picture of yourself in the middle

of the fleur-de-lis. Glue your memorabilia onto the board and label as desired. Attach picture hanger on back.

Finishing - painted designs should be made with enamel. Tooling can be done by tapping lightly with hammer and nail. If you are using the silver side of the can, polish the surface with fine steel wool. All projects can be given a final protection with lacquer or wax.

BALSA WOOD SNAKES

Materials: One 1-inch by 4-inch by 12-inch block of balsa wood from a craft store, 150-grit sandpaper, latex enamel paint, 1/2-inch and smaller paintbrushes, rags and newspapers, eye protection

Tools: C-clamp, coping saw, rasp

One you block of balsa wood sketch a wiggly snake, making it 12 inches long and about 1 inch wide. Make the tail and head a little thinner than the body. Balsa wood is very soft wood so don't make the snake too thin; the wood will crack when sawed.

Using the C-clamp, clamp the wood to your work table. Put on eye protection. With the coping saw, cut out the snake shape you outlined. When you saw to the middle of the wood, unclamp, then turn the wood around and reclamp it to your work table. Continue sawing.

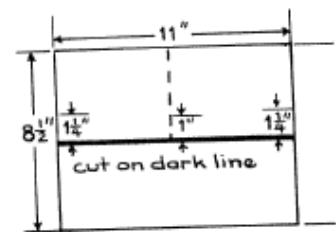
Use a rasp to shape the snake. Sandpaper the snake smooth; wipe sawdust off with a rag. Decide on a design and colors, then paint.

Mighty Spinning Mini-Kite

Materials: 8 1/2 x 11 inch sheet of typing paper; 1 soda straw 7 3/4 inches; thread or very light string; 1 wooden matchstick or toothpick; pencil; ruler; scissors; cellophane tape; markers or crayons

Instructions:

1. Fold a sheet of paper in half with the longer sides meeting.
2. Crease the fold and cut the paper in half along it.



3. You will now have two long, narrow rectangles.
4. Fold one of these in half with its two short ends meeting. Crease.

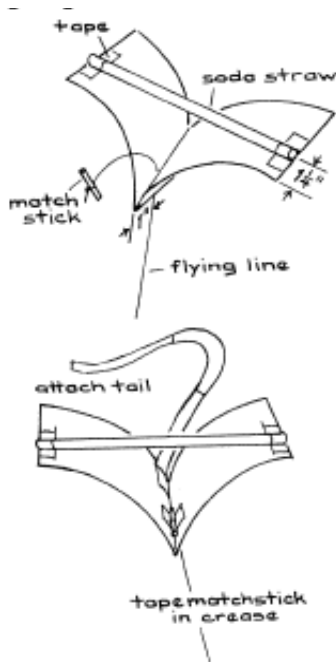


5. At this point you can decorate the kite.
6. Attach the soda straw spar with cellophane tape to the undecorated side of the kite as shown in the illustration.
7. The two points at which it is taped are each 1 1/3 inch back from the front or leading edge of the kite.
8. Use a pencil point to make a small hole in the crease that forms the keel of the kite, one

WEBELOS CRAFTSMAN ACTIVITY BADGE

inch back from the leading edge.

9. Thread the end of your flying line through this hole from the decorated side to the plain side of the kite; tie it tightly around a matchstick or toothpick; then pull the main part of the string until the stick rests firmly in the crease of the paper.
10. Now tape the stick to the paper.
11. For the streamer tail, cut strips of typing paper about 1 inch wide and join them end to end with bits of tape.
12. Four or five 11 inch strips will be fine for a start, but cut a couple extras and hold them in reserve to add on for a strong wind, because the stronger the wind, the more tail you will need to hold the kite steady.
13. The tail is attached to the rear of the kite with a piece of cellophane tape.



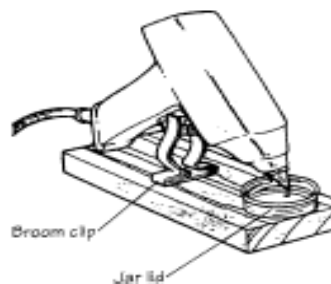
LEATHER TOTEM POLE BOOKMARK

Materials: 1 piece of leather 2" x 10", heavy scissors, leather working tools, sponge for each boy, water

Cut fringe up from the bottom of the bookmark; the length of fringe should be about 1" to 1 1/2". Design totem pole symbols on paper, then transfer the design to the leather with carbon paper, a scratch awl, or by simply drawing it lightly with a pencil. Dampen both sides of leather with a sponge until the color of the leather changes. Keep dampening as needed while working as damp leather will hold the tooling better. Use the pointed end of a tool to carefully make design lines more clear; be careful not to penetrate the leather. Use a beveled tool to round off straight lines in the design.

GLUE GUN HOLDER

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



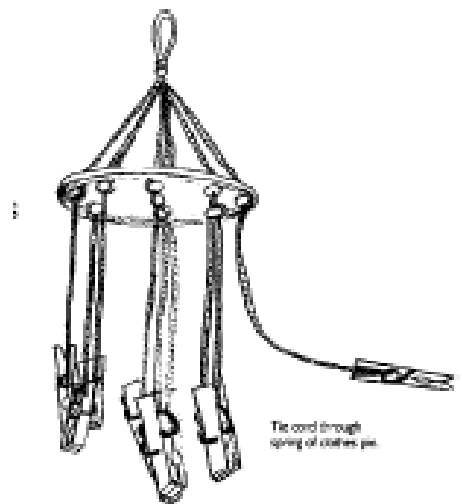
HANDY HANGER

Materials: Clothesline cord (or any cord of similar or better quality); wood (any kind); beads; clothespins; drill, 3/16"



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

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



WEBELOS READYMAN ACTIVITY BADGE

WHERE TO GO, WHAT TO DO

- Visit a fire station, hospital, or police station to learn how they handle first aid in emergency situations.
- In coordination with the Aquanaut activity badge, study Safe Swim Defense. Be sure WEBELOS Scouts can explain it and its importance.
- Invite a police officer to explain to your den about car and bicycle safety.
- Invite a fireman to discuss a family fire escape plan.
- Practice hurry cases.
- Invite a Boy Scout working on his First Aid Merit Badge to teach WEBELOS Scouts first aid skills.
- Make First Aid kits for (a) personal use; (b) family use; (c) car; (d) den hiking or camping trips.
- Check to be sure emergency and medical information on all den members and leaders is up-to-date. Be especially sure to have date of last tetanus inoculation because of danger of infection from camping and other outdoor accidents.
- Discuss first aid. Practice the treatment for "hurry cases."
- Put together a first aid kit for your den.
- Practice mouth to mouth resuscitation on a mannequin.
- Talk about where and how to get help in various emergency situations.
- Make floor plans showing a home fire escape route. Discuss home fire escape procedures.
- Review bicycle safety rules.
- Plan a bicycle reflector campaign.

- Take a first aid or CPR class, or have a Red Cross instructor talk to the group.
- Have a Water Safety Instructor tell the Webelos the rules of safe swimming and then go swimming.
- Demonstrate using coolers, picnic jugs, and buckets as flotation devices for swimming and water rescue. Let the boys try them.
- Ask an off duty local rescue squad or ambulance corps to demonstrate some first aid situations and techniques.
- Stage a fire drill during a pack meeting.
- Invite a local Scout troop to come and do a first aid demonstration.
- Discuss home safety hazards. This coordinates with the Family Member activity badge requirement #3.
- Take the Webelos to observe the district or council first aid meet. Attend your district roundtable for information.
- Join a local troop meeting when a first aid demonstration is being given.
- Give a talk to younger Cub Scouts (Wolves, Bears) on 6 rules of safety to remember while riding in a car.

MATCHSTICK PULSE METER

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

1. Roll a bit of clay about the size of a dime.
2. Stick a wooden matchstick in it.
3. Place the clay (and matchstick) on the inside of your wrist where the pulse beat is the strongest. Move it around until you find the strongest beat.
4. Now show your den.

Sinnissippi Council

STRETCHER RACE GAME

Equipment: Two staves, one blanket, and one inflated balloon for each team

Teams line up in relay formation with two victims from each team lying from 30-70 feet in front of the team. On signal, two members of the team run up to the first victim with the blanket and staves, make a stretcher, and puts the victim on it. When carriers are ready to lift the stretcher, a judge places the inflated balloon on the victim. The victim is carried to the starting line without the balloon falling off (to ensure care in handling the victim). If the balloon falls off, the judge counts off 20 seconds, places the balloon back on the victim's chest, and the team continues on its way. When they reach the starting line, the second team from the group dismantles the stretcher and runs forward to bring the second victim using the same procedure and rules as the first team. The first team to bring the second victim over the starting line is the winner.