



BALOO'S BUGLE



Volume 10, Number 10

June Cub Scout Roundtable

July Cub Scout Theme

FIN FUN

Tiger Cub Activities

Webelos Geologist & Aquanaut

FOCUS

Cub Scouting Roundtable Planning Guide

Dive right in as our Cub Scouts spend a month learning about water, one of our most precious resources, and the many creatures that live in our oceans, lakes, and rivers. Dens can visit a local aquarium or fish farm. Or you may want to try your hand at fishing. Cub Scouts may even want to prepare their own aquarium or fish bowl and "adopt a gold fish." This is also an excellent opportunity to teach our Cub Scouts about water conservation and "catch & release" programs. Don't forget the importance of learning about water safety. So hit the beaches, there's a lot to "sea!"

CORE VALUES

Cub Scouting Roundtable Planning Guide

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

- ✓ **Character Development**, Boys will experience making good decisions during summertime activities.
- ✓ **Spiritual Growth**, Boys will learn to appreciate our world with all the resources given to us.
- ✓ **Good Citizenship**, Boys will learn about conservation through exposure to various programs.

The core value highlighted this month is:

- ✓ **Compassion**, Boys will learn to care about the well being of others by participating and implementing sound environmental programs.

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!!

COMMISSIONER'S CORNER

Summertime Fun

I was impressed when I started putting this issue together with all the great ideas for Summertime Fun activities – Fishing Derby, Raingutter Regatta, Beachless Beach party, places to go and things to do.

Let's keep our Cubs interested over the summer by keeping them busy. And keeping them outdoors. Don't give them the chance to have to think about signing up again in the fall. Keep them active (once or twice a month) and then Scouts just becomes the natural thing to do. They just do more of it in the winter.



Summertime Fun Planning

We had an interesting Leaders' meeting this month setting up our summer program. We are jumping into Spring Recruiting for the first time in several years and knew we needed a decent summer program for the new recruits or we would lose them before the fall.

We adopted a philosophy of two events per month – one paid and one free. That way everyone has a chance and no one can say they could not afford the events.

In June it is our annual Pack Picnic and either the district's Cub Scout overnighter or a day trip to a local park. (We will be surveying parents this weekend at our pack's Spring Family Camping Weekend to see if people want to camp in June or do something else. In July, it is Day Camp and a Car Wash. Those who work the Car Wash will get \$5 off the Baseball game in August. In August, the Wilmington Blue Rocks (Class A, Carolina league, the Kansas City Royals better Class A team) is having a Scout sleepover in the outfield. Game - \$6, Game and Sleepover with breakfast - \$10. The pack is subsidizing 50 percent of the cost for everyone, and then as noted above, if you work the car was (with a parent) you earn the other \$5. The other event will be a pack soccer tournament to help the Scouts get ready for Fall soccer. Belt Loops for those who come on out!!!

So get them outside and have fun

The Cub Scout Program Helps for 2004-2005 is out!!!

Get your copy now and start planning your Pack's Annual Program Planning Conference!!! Get yourself ready for a great year and if you haven't used or read the new books yet – do it before the boys are upon you. There are some interesting changes – for example in the Wolf Book, they must participate in an outdoor flag ceremony – be sure to do this on your pack's fall overnighter or arrange with a school.

There are summaries and comparisons of all the changes on www.usscouts.org - don't get caught short!!

PRAYERS AND POEMS FOR SCOUTERS

CS Roundtable Prayer

Cub Scouting Roundtable Planning Guide

Oh God of Land and Sea, help us to realize that the purest gold in the world is a heart dedicated totally to you and that the richest person in the world is the one who shows compassion for his fellow human beings. As we take this voyage over the new seas, help us to grow more aware of the needs of those around us. **Amen.**

Our Best Selves

Circle Ten Council

Author Unknown

The good you find in others is in you too.
The faults you find in others are your faults as well.
After all, to recognize something you must know it.
The possibilities you see in others are possible for you as well.
The beauty you see around you is your beauty.
The world around you is a reflection, a mirror showing you the person you are.
To change your world, you must change yourself.
To blame and complain will only make matters worse.
Whatever you care about is your responsibility.
What you see in others shows you yourself.
See the best in others, and you will be your best.
Give to others, and you give to yourself.
Appreciate beauty, and you will be beautiful.
Admire creativity, and you will be creative.
Love, and you will be loved.
Seek to understand, and you will be understood.
Listen, and your voice will be heard.
Teach, and you will learn.
Show your best face to the mirror, and you'll be happy with the face looking back at you.

Minds are like a parachute; they only function when they are open. Santa Clara County Council

WORDS TO LIVE BY

Nancy, a Cub Scouting friend in NJ

Accept that some days you're the pigeon, and some days you're the statue.
Always keep your words soft and sweet, just in case you have to eat them.
Always read stuff that will make you look good if you die in the middle of it.
Drive carefully. It's not only cars that can be recalled by their maker.
Eat a live toad in the morning and nothing worse will happen to you for the rest of the day.
If you can't be kind, at least have the decency to be vague.
If you lend someone \$20, and never see that person again, it was probably worth it.

It may be that your sole purpose in life is simply to serve as a warning to others.
Never buy a car you can't push.
Never put both feet in your mouth at the same time, because then you don't have a leg to stand on.
Nobody cares if you can't dance well. Just get up and dance.
The early worm gets eaten by the bird, so sleep late.
When everything's coming your way, you're in the wrong lane.
You may be only one person in the world, but you may also be the world to one person.
Some mistakes are too much fun to only make once.
Don't cry because it's over; smile because it happened.
We could learn a lot from crayons: some are sharp, some are pretty, some are dull, some have weird names, and all are different colors but they all have to learn to live in the same box.
A truly happy person is one who can enjoy the scenery on a detour.
Happiness comes through doors you didn't even know you left open.
Have an awesome day, and know that someone has thought about you today....

TRAINING TIP

Delivering Cubmaster Minutes

Circle Ten Council

The Making of Interesting Cubmaster Minutes

It can have music and/ or props.
It should have strong appeal for youth.
It should offer variety.
It should instill the deeper values of Scouting.
It can be Fun or Serious, but it should be something the boys will remember.
It should contribute toward the development and maintenance of strong family relationships.
It should be simple, within the capability and interests of both Scouting Members and Parents.
It should be SHORT thus the title Cubmaster Minute!

Below you will find a few Minute ideas:

PARABLE OF THE PAUPER

Use Popcorn as your prop

(You can also have small bags of popcorn to give to the boys at the end of the meeting)

Behold at the time of the harvest the ears of corn did bring forth kernels, which were dried and prepared for the popper's hand.
And the popper did take the kernels, all of which appeared alike unto him, and did apply the oil and the heat.
And it came to pass when the heat was on, some did explode with promise and did magnify themselves, yea, even a hundred fold.
And some did burst forth with whiteness, which did both gladden the eye of the beholder and the taste of the popper.
And likewise, some others did pop, but not too much.
But lo, there were some that just laid there and even though the popper's heat was alike unto all, they did bask in the

warmth of the oil, and kept everything they had for themselves.

And so it came to pass, that those which had given of themselves, did bring joy and delight to many munchers; but those which kept of the warmth and did not burst forth, were fit only to be cast out, and were thought of with hardness and disgust.

And thus, we see that in the beginning all appear alike, but when the heat is on, some come forth and give their all, while others fail to pop and become as chaff on the threshing floor, to be discarded and forgotten.

WORDS OF WISDOM

President John Kennedy said that intelligence and skill can function best when the body is healthy and strong. Hardy spirits are in strong bodies.

God has given us two hands--one to receive with and one to give with.

It's nice to be important but it's more important to be nice. It isn't necessary to blow out the other fellow's candle in order to make yours burn more brightly.

Don't dodge difficulties: meet them, greet them, beat them. Great things are possible from insignificant beginnings.

Let's remember it is not where we start from that counts, but what we do along the way. Follow the

Cub Scout motto: DO YOUR BEST.

A Cub Scout does his best even when no one is looking.

This is the test of whether or not you are a good Cub Scout. One of the hardest things for anyone to do is to stick to what he knows is right while his friends are coaxing him or his enemies are threatening him to do the opposite. A Cub Scout does his best.

When you join the Cub Scouts, you are no longer just an ordinary boy. You are a Cub Scout. In following the Cub Scout Promise and the Law of the Pack, you are setting an example for others to follow.

Our motto is Do YOUR BEST. Does that mean you can't improve? The answer is no. The biggest room in the world is the room for improvement.

Every Cub Scout is a BUILDER:

He builds one of the most important things in the world--his body.

God grant that not only love of liberty but a thorough knowledge of the rights of man may pervade all the nations of the earth, so that a philosopher may set his feet anywhere on its surface and say "THIS IS MY COUNTRY "

Work while you work, play while you play, one thing at a time, that is the way. All that you do, do with all your might. Things done halfway are not done right.

BADGE, BOOK and CANDLE

Place a Cub Scout badge, a Cub Scout handbook, and a lighted candle on a table.

There are all kinds of badges, such as a police officer's badge. Cub Scouts, these three things in front of me have been significant in Cub Scouting since it began in 1930. This badge is a symbol of Cub Scouting all over America. Also, many books are important to Cub Scouting and to Cub Scouts. The Tiger Cub, Wolf, Bear, and Webelos Scout handbooks help us learn new skills. The books of our faith are other important books that guide our daily lives and help

us determine right from wrong. The candle is a symbol of the light of Scouting that penetrates the darkness of hate, prejudice, and distrust. This light must be kept burning in the heart of every Scout, now and as he grows into an adult.

PACK ADMIN HELPS

Important Dates in July -

- 1st Canada Day
- 4th Independence Day
- 20th First Manned Moon Landing (1969)
- 28th World War I Began
- 31st A Blue Moon! (Second full moon in one month)

When do you go to Cub Day Camp? or Resident Camp???

Months with Similar Themes

- Santa Clara County Council*
- July 1998 – See What You Can Sea
- Aug. 1999 – Splish, Splash
- June 2000 – Wet and Wild

FUN WAYS TO SAY THANK YOU

Santa Clara County Council

Here are some theme related Thank You ideas to help you say Thanks to those who have helped you all year -

- | <u>Item</u> | <u>Saying/ Reason</u> |
|-----------------|---|
| Buoy: | Thank you for helping us to stay on course. |
| Ice Cream Cone: | For the person who can lick any job. |
| Faucet Handle: | You're turned on to Cub Scouting! |
| Lifesaver: | You have been a lifesaver in our pack. |
| Sailboat: | For the pack Raingutter Regatta Chairman |
| Sun: | You are a bright light in our pack
<i>Especially good for your Summertime Pack Activities Chairman</i> |
| Anchor: | With you as its anchor, the den (pack, etc.) is sure to stay afloat. |
| Ship: | Once you learn to do your best, the rest is easy sailing. |
| Ships' flag: | You served us with flying colors. |

Theme Related Announcements

Circle Ten Council

You might "fish" the announcements from a hidden "fish pond." (Set up a screen and have a helper attach the "fish" to your "hook" " a clothespin " each time you cast it into the pond.) This is also a good way to give out awards.

TIGERS

Tiger Uniforms

Rowland, a Cub Scouting friend in PA

The National postcards are out, and so are the orange Tiger shirts! As of August 1, 2004, Tigers will wear the blue Cub Scout shirt, and an orange neckerchief. Per the picture on the card, the Tiger Cub Totem will now be with beads on the right chest pocket. **Hear them roar!!!**

I think National Supply sent postcards to all Cubmasters. Not sure who else. CD

Circle Ten Council

Safety in the Sun/ Fun in the Water

There are some really good ideas here for Family Water Safety. Don't skip this section just because you don't have a Tiger!! CD

Family Activity

Remember to **SLIP, SLOP, SLAP and WRAP!**

SLIP on a shirt. **SLOP** on sunscreen. **SLAP** on a hat. **WRAP** on sunglasses

As a family where ever you choose to go for water fun. Discuss the rules for each of those locations. From - www.redcross.org

BEACH SAFETY

Protect your skin: Sunlight contains two kinds of UV rays -- UVA increases the risk of skin cancer, skin aging, and other skin diseases. UVB causes sunburn and can lead to skin cancer. Limit the amount of direct sunlight you receive between 10:00 a.m. and 4:00 p.m. and wear a sunscreen with a sun protection factor containing a high rating such as 15.

Drink plenty of water regularly and often even if you do not feel thirsty. Your body needs water to keep cool. Avoid drinks with alcohol or caffeine in them. They can make you feel good briefly but make the heat's effects on your body worse. This is especially true with beer, which dehydrates the body.

Watch for signs of heat stroke: Heat stroke is life threatening. The victim's temperature control system, which produces sweating to cool the body, stops working. The body temperature can rise so high that brain damage and death may result if the body is not cooled quickly. Signals include hot, red, and dry skin; changes in consciousness, rapid, weak pulse, and rapid, shallow breathing. Call 9-1-1 or your local EMS number. Move the person to a cooler place. Quickly cool the body by wrapping wet sheets around the body and fan it. If you have ice packs or cold packs, place them on each of the victim's wrists and ankles, in the armpits and on the neck to cool the large blood vessels. Watch for signals of breathing problems and make sure the airway is clear. Keep the person lying down.

Wear eye protection: Sunglasses are like sunscreen for your eyes and protect against damage that can occur from UV rays. Be sure to wear sunglasses with labels that indicate that they absorb at least 90 percent of UV sunlight.

Wear foot protection: Many times, people's feet can get burned from the sand or cut from glass in the sand.

HOME POOLS

Learn to swim. The best thing anyone can do to stay safe in and around the water is to learn to swim--this includes adults and children. The American Red Cross has swimming courses for people of any age and swimming ability. To enroll in a course to learn or improve your ability to swim, contact your local Red Cross chapter.

Never leave a child unobserved around water. Your eyes must be on the child at all times. Adult supervision is recommended.

Install a phone by the pool or keep a cordless phone nearby so that you can call 9-1-1 in an emergency.

Learn Red Cross CPR and insist that babysitters, grandparents, and others who care for your child know CPR. Post CPR instructions and 9-1-1 or your local emergency number in the pool area.

Enclose the pool completely with a self-locking, self-closing fence with vertical bars. Openings in the fence should be no more than four inches wide. If the house is part of the barrier, the doors leading from the house to the pool should remain locked and be protected with an alarm that produces sounds when the door is unexpectedly opened.

Never leave furniture near the fence that would enable a child to climb over the fence.

Always keep basic lifesaving equipment by the pool and know how to use it. Pole, rope, and personal flotation devices (PFDs) are recommended.

Keep toys away from the pool when it is not in use. Toys can attract young children into the pool.

Pool covers should always be completely removed prior to pool use.

To learn more about home pool safety, you can purchase the video. It Only Takes a Minute from your local Red Cross chapter.

If a child is missing, check the pool first. Go to the edge of the pool and scan the entire pool, bottom, and surface, as well as the surrounding pool area.

SAFETY IN, ON AND AROUND THE WATER

Maintain constant supervision. Watch children around any water environment (pool, stream, lake, tub, toilet, and bucket of water), no matter what skills your child has acquired and no matter how shallow the water.

Don't rely on substitutes. The use of flotation devices and inflatable toys cannot replace parental supervision. Such devices could suddenly shift position, lose air, or slip out from underneath, leaving the child in a dangerous situation.

Enroll children in a water safety course or Learn to Swim program. Your decision to provide your child with an early aquatic experience is a gift that will have infinite rewards. These courses encourage safe practices. You can also purchase a *Community Water Safety* manual at your local Red Cross.

Parents should take a CPR course. Knowing these skills can be important around the water and you will expand your capabilities in providing care for your child. You can contact your local Red Cross to enroll in a CPR for Infants and Child course.

LAKES AND RIVERS

Learn to swim. The best thing anyone can do to stay safe in and around the water is to learn to swim--this includes adults and children. The American Red Cross has swimming courses for people of any age and swimming ability. To enroll in swim course, contact your local Red Cross chapter.

Select a supervised area. A trained lifeguard who can help in an emergency is the best safety factor. Even good swimmers can have an unexpected medical emergency in the water. Never swim alone.

Select an area that is clean and well maintained. A clean bathhouse, clean restrooms, and a litter-free environment show the management's concern for your health and safety.

Select an area that has good water quality and safe natural conditions. Murky water, hidden underwater objects, unexpected drop-offs, and aquatic plant life are hazards. Water pollution can cause health problems for swimmers. Strong tides, big waves, and currents can turn an event that began as fun into a tragedy.

Make sure the water is deep enough before entering headfirst. Too many swimmers are seriously injured every year by entering headfirst into water that is too shallow. A feet first entry is much safer than diving.

Be sure rafts and docks are in good condition. A well-run open-water facility maintains its rafts and docks in good condition, with no loose boards or exposed nails. Never swim under a raft or dock. Always look before jumping off a dock or raft to be sure no one is in the way.

Avoid drainage ditches and arroyos. Drainage ditches and arroyos for water run-off are not good places for swimming or playing in the water. After heavy rains, they can quickly change into raging rivers that can easily take a human life. Even the strongest swimmers are no match for the power of the water. Fast water and debris in the current make ditches and arroyos very dangerous.

OCEAN SAFETY

Learn to swim. The best thing anyone can do to stay safe in and around the water is to learn to swim--this includes adults and children. The American Red Cross has swimming courses for people of any age and swimming ability. Contact your local Red Cross chapter for information on courses.

Stay within the designated swimming area, ideally within the visibility of a lifeguard.

Never swim alone.

Check the surf conditions before you enter the water. Check to see if a warning flag is up or check with a lifeguard for water conditions, beach conditions, or any potential hazards. Stay away from piers, pilings, and diving platforms when in the water.

Keep a lookout for aquatic life. Water plants and animals may be dangerous. Avoid patches of plants. Leave animals alone.

Make sure you always have enough energy to swim back to shore.

Don't try to swim against a current if caught in one. Swim gradually out of the current, by swimming across it.

WATER PARKS

Learn to swim. The best thing anyone can do to stay safe in and around the water is to learn to swim--this includes adults and children. The American Red Cross has swimming courses for people of any age and swimming ability. To enroll in a swim course, contact your local Red Cross chapter.

Be sure the area is well supervised by lifeguards before you or others in your group enter the water.

Read all posted signs. Follow the rules and directions given by lifeguards. Ask questions if you are not sure about a correct procedure.

When you go from one attraction to another, note that the water depth may be different and that the attraction should be used in a different way.

Before you start down a water slide, get in the correct position -- face up and feet first.

Some facilities provide life jackets at no charge. If you cannot swim, wear a Coast Guard-approved life jacket. Check others in your group as well.

Den Activity

BUCKET BRIGADE RELAY - Play outdoors. Divide den into two teams. Give each team two pails, one filled with water and one empty. Place the empty bucket some distance from each team. On signal, the first player in each team carries the full pail to the empty one and pours the water into it, and then returns to the next person in line with the full pail. The next boy repeats the same actions, and so on until all have carried the water. This is not a speed contest. The winning team is the one that has the most water in one pail when all the members have finished.

GO FISH - Trace six to ten fish on construction paper and cut out. Attach a paper clip to the top of each fish. Draw eyes, mouth, and fins with a marker. Tie a magnet to a 15-foot length of string. Tie the other end of the string to a stick. Place the fish in a box. (An old fish tank is even more fun.) To make the game harder, put the fish in a metal coffee can (the magnet sticks to the sides and the fish drop off). See how many fish you can catch by having the magnet catch on the fish paper clips. Whoever catches the most fish in a given time limit wins.

EEL RACE - Choose teams of four. Everyone gets down on hands and knees and the teams line up behind their leader. The second member grasps the leader by his ankles, and the player behind him grabs hold of his ankles, etc. When the starting signal is given the eel's race across the room, turn around and return to the starting point without breaking the hand and ankle hold.

STEAL THE TURTLE - Play in Waist deep water. Divide boys into two equal teams that line up facing each other 20 feet apart. Each team member is given a number. A leader tosses a large rubber ball in the middle of the play area and calls out a number. The opposing players with that number race for the ball. The player who gets it and returns to his place without being tagged by the opposing player scores one point. When both boys are back at their places, the leader calls out another number. For a real scramble, call all numbers at once.

IN THE SEA - Arrange partners around in a circle. Have the leader, call out "in the sea" when this is done all players are to jump into the circle. When he calls "on the beach" all player then jump back out of the circle. Anyone making a mistake is out of the game. The last player is the winner.

GRAB THE FISH TAIL - Boys and their partners line up in a single file, holding each other around the waist. The first boy is the fish's head; the last person is the tail. When all are ready the leader says, "Go." The head tries to catch the tail. The tail tries to avoid being caught. The boys must keep

hold on each other. The longer you can make this fish, the more fun you will have!

Go See It

- Go to a water park
- Go to a pool
- Visit a Lake
- Visit a fish farm

SPECIAL OPPORTUNITY

I should have run this one lat month – but it’s not too late to plan and earn this award. CD

The National Summertime Award

Kommissioner Karl
Buckeye Council, BSA



Incentive for summer planning is the National Summertime Pack Award, an attractive, full-color certificate, and the National Summertime Pack Award streamer for the pack flag. These can be earned by packs that conduct three summer pack activities - one each month during June, July and August.

Dens with at least 50 percent of their members at the three summertime activities receive a den participation ribbon. Individual Cub Scouts who attend all three activities can be recognized by their pack with the National Summertime Award pin.

The Cubmaster or pack committee secretary should keep a record of all summer pack activities on the chart in the National Summertime Pack Award Planning Guide. Submit the application section of the record sheet for approval by the camping and activities or Cub Scout committee of the local council. Make arrangements for the den, pack and individual Cub Scout awards to be presented at an early fall pack meeting.

If your pack has not already planned some activities this summer, DO IT NOW! Go fishing or hiking in June, day camps and WRC are in July, and have an ice cream social, family picnic or family camping overnight in August. Remember, you will need to promote and remind parents of your events to make sure they remember to attend!

Community Organization Award

Kommissioner Karl
Buckeye Council, BSA



This is a follow up to last month’s Department of Defense Outstanding Volunteer Service Award. Many other national organizations have created their own award to recognize service to Scouting by its members. BSA has recognized this category of awards with a gold on purple square knot

badge with a gold border. See the following page on BSA's web site for additional information:

http://www.scouting.org/factsheets/02-582.html

The USSCouts web site at

http://www.usscouts.org/awards/community_org.html has links to help you learn more about each of the awards.

The following have developed service awards:

Alpha Phi Omega: Herbert G. Horton Alpha Phi Omega Youth Service Award

American Legion: American Legion and Scouting Square Knot Award

BPOE (Elks): Marvin M. Lewis Award

Department of Defense: United States Military Outstanding Volunteer Service Medal

Freemasons: Daniel Carter Beard Masonic Scouter Award

Veterans of Foreign Wars: Scouter's Achievement Award

AFL-CIO: The George Meany Award is part of this category, but retains the unique square knot design of that award.

Kommissioner Karl is a regular contributor to Baloo. Thank You CD

GATHERING ACTIVITIES

School of Fish

Santa Clara County Council

Pin pictures of fish on people as they arrive. Have cutouts of swordfish, tuna, trout, catfish, etc. On a signal, they are to see which "school of fish" can assemble first.

GUESS THE FISH EGGS

Circle Ten Council

As they enter, have participants guess the number of "fish eggs" (small jelly beans) in a jar. The winner is awarded the jar during the closing ceremony.

FISHY APPLAUSE

Circle Ten Council

Have each person reach into a large tub covered with Blue saran wrap (slit cut in middle for hand to go in) and catch one fish. Write names of several different fish on the back of the fish cutouts " bass, swordfish, tuna, catfish, trout, flounder, squid, rockfish, salmon. Tell everyone to find other "fish" of the same kind. Have each "school" create an applause about their fish, to be performed at appropriate times during the pack meeting.

Ocean Objects Word Search

Santa Clara County Council

Find these things that can be found in or on the ocean. Look up, down, across, backwards and diagonally:

- BOAT
- Pelican
- CRAB
- SEA
- FLOTSAM
- STORMS
- ICEBERG
- OCTOPUS
- CORAL
- SAND
- FISH
- SHIP
- GULL
- WAVES
- BREEZE
- SALT
- EEL
- SHARK
- FOG
- SUB
- LIGHTHOUSE
- WHALES

The remaining 13 letters, in order, spell the name of a beautiful sea.

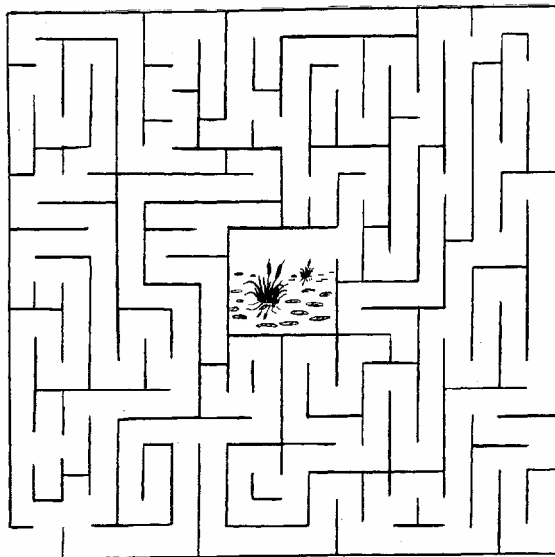
L M F N A C I L E P
 A I O F I S H E S I
 R C G E D E M E I H
 O E T H T L A S E S
 C B O A T A S R U B
 S E V A W H T P D R
 H R R A N W O S N E
 A G U L L T L U A E
 A B A R C E F B S Z
 K S T O R M S A N E



Mink in a Maze

Santa Clara County Council

Every wild animal must live in its chosen habitat. The mink prefers a riparian habitat. Can you help it find its way to the pond at the center of the maze?



You may wish to copy this maze down and enlarge it CD

OPENING CEREMONIES

Octopus Cubs Opening

Baltimore Area Council

This works as an opening or a closing or even a simple skit. Take your choice. CD

As he speaks, each Cub Scout stands and wiggles his octopus puppet. (Make the puppet out of gray or black poster board with eyes and mouth cut out of white construction paper and glued to face. Place tentacles made of braided yarn on the bottom of the octopus and glue or tape a strip of poster board on back with enough room for the Cub Scout to place his hand and hold up the octopus.)

Cub # 1: In tying knots, I am a champ, With the bowline or clove hitch. But when my eight arms get in the way, I can't tell which is which.

Cub # 2: Being an octopus, I like to hike over underwater hills. But, when I "left" and "right" with two lefts; Six others give me spills.

Cub # 3: I'm patriotic and salute the flag of America, that I'll fight for. But since we must salute with our right hand, I can't tell which are my "right" four.

Cub # 4: Now, in rowing a boat, I'm a speedy one, With eight arms to move me fast. For, no matter how hard the others use their oars, They'll row into shore - tired, and last.

Cub # 5: I have two arms to gather firewood, two arms to start the fire's flame. Have two arms to cook my tasty meal, With two arms left to shoot fresh game.

Cub # 6: I can pass all swimming tests, The dog-paddle, breast stroke, or crawl. 'Cause when we octopuses get in the water. We really have ourselves a ball!

All We may be Cub Octopuses now, But soon, it will surely be neat. 'Cause we'll be special Tenderfoot Boy Scouts, As we octopuses have eight tender feet.

If using this for an opening, add in flag salute and prayer and Cub Scout Promise or Law of the Pack or an appropriate song. CD

SAFE SWIM OPENING

Santa Clara County Council

Arrangement: Make card for each letter. Write the line for each boy on the back. The boys can carry water activity toys such as inner tubes, balls or snorkeling equipment.

- Cub # 1:** S S is for Scouts, we have fun.
- Cub # 2:** A A is for Activities, out in the sun.
- Cub # 3:** F F is for Friends, your buddies in the pool.
- Cub # 4:** E E is for Excitement, but keep your cool.
- Cub # 5:** S S is for Safety, that must come first.
- Cub # 6:** W W is for Water, not only for thirst.
- Cub # 7:** I I is for Instructions we follow with care.
- Cub # 8:** M M is for Merriment we all love to share.

ALL Putting them all together and we have SAFE SWIM. Let's be safe and we will all win.

CUB SCOUT FISH OPENING

Santa Clara County Council

Arrangement: 8 Cub Scouts holding cardboard pieces, which make a fish when put together. Each part is lettered, so that all together they spell CUB SCOUT, C being the

head of the fish and T the tail. Each boy's lines are written on the back of his card.

(Boys enter one at a time and repeat their lines in order.)

- Cub # 1:** C is the part we build on. It stands for COURTESY in Cub Scouting and all through life.
- Cub # 2:** U is next. This part stands for UNITY, because united we are strong.
- Cub # 3:** B is the next added. That stands for BRAVERY in all our thoughts and all our deeds.
- Cub # 4:** S is next and that stands for SAFETY. We learn it and use it.
- Cub # 5:** C adds some more and it stands for CHURCH--the one of your choice.
- Cub # 6:** O is building it stronger, and it stands for OUTDOOR life, which is full of fun and adventure.
- Cub # 7:** U is near the finish and it stands for UNDERSTANDING, something that all our families have.
- Cub # 8:** T is the tail that guides us. It stands for TRUTH in all things.
- All:** Will everyone rise and please join us in the Pledge of Allegiance?

WATER 101 OPENING

Santa Clara County Council

Arrangement: Cubmaster is dressed in a long laboratory coat and slacks that are easy to remove, holding a clipboard, and carrying a briefcase. (He is wearing beach clothes underneath the slacks)

Cubmaster: (Very seriously): Welcome to our Water 101 college pack meeting. I am Professor Cubmaster and I hope that you are all prepared to listen closely and take notes. We are here today to learn about a very important substance--H₂O, otherwise known as water. Now the first thing we will study is the molecular structure...

Pack Committee Chair: (Runs in to interrupt Cubmaster) Excuse me, Professor, but today's pack meeting is Fin Fun. We are supposed to have fun with water, not lecture in Water 101.

Cubmaster: Oh, but I'm sure my secretary told me about a Water 101 lecture I was to give today. *(Consults pocket calendar.)* How embarrassing. That's next week. Luckily, every good Scouter comes prepared for nearly everything. Excuse me a moment. *(Cubmaster goes away and comes back in beach-going clothes. He opens his briefcase, pulls out sandals, a beach towel, snorkel and fins. He also takes out a small water squirter and squirts the committee chair.)* Today we are going to have water activities. It's going to be fun! Who's ready to join me??

SPYGLASS FLAGS OPENING

Santa Clara County Council

A den of Cub Scouts, dressed in pirate costumes come to the front. There is a container in front with a sign that says "sea water waves" to indicate they are out at sea. One Cub is carrying a spyglass and one Cub is carrying a pirate flag.

The pirate flag is held high to show that they are proud of it. The Cub with the spyglass points it toward the audience and looks around. At the rear of the room, a color guard is waiting to present the American and pack flags. The Cub gets a look of surprise on his face as he looks through the spyglass and sees the color guard. He excitedly shows some of the other pirates and they take turns passing around the spyglass.

In unison they say: Did you see that? They have TWO flags, and they're REALLY beautiful flags, too!

The Cubs all look down at the little pirate flag in disgust. The Cub Scout holding the pirate flag tosses it into the "sea." All the pirates run off as the Cubmaster comes walking out.

Cubmaster: Please stand for the presentation of the colors and join in the Pledge of Allegiance while Den ___ presents the great flag of our country and the pack flag.

OCEAN

Circle Ten Council

Have large cards with the letters O C E A N on them for the Cubs to hold and read from.

Cub # 1: O – O is for Old Glory that we wave with pride.

Cub # 2: C – C is for colors we see each night with joy.

Cub # 3: E – E is for evenings that give us pleasant thoughts.

Cub # 4: A – A is for awareness of the beauties of the sea.

Cub # 5: N – N is for Neptune, the mythical God of the sea, who rules his kingdom with love.

Leader: Put it all together, it is OCEAN; it borders our land and gives us much to be thankful for.

PACK AND DEN ACTIVITIES

WATER SAFETY

Circle Ten Council

Before you take your pack or den out for any water-related activities, please read:

- Safe Swim Defense
- Home Swimming Safety Rules
- Water Rescue
- Safety Afloat

PLAY SAFE AND HAVE FUN

Circle Ten Council

Most cities offer recreation swimming at their pools with qualified lifeguards on duty. Call your city's parks and Recreation Department or community Services office for specific locations, hours and fees. Some YMCA offices open pools outside their normal facilities for more affordable fees. Call the YMCA near you for more information. Some pools require letting them know ahead of time if you are planning to bring a large group so that they can arrange to have more lifeguards on hand.

IDEAS FOR DEN ACTIVITIES:

Baltimore Area Council

- Make and cook on a hobo stove
- Help clean up a stream

- Go Fishing
- Go for a hike in a local park (Take plastic grocery bags and leave the place looking better than you found it!)
- Make blue gelatin with gummy fish for a snack
- Hold walnut shell boat races

IDEAS FOR PACK ACTIVITIES:

Baltimore Area Council

- Visit the Baltimore Aquarium (*or one near your home*)
- Have a water balloon battle
- Visit the Goddard Space Flight Center (*or another NASA installation*)
- Visit the Flag House (*or see the Star Spangled Banner from Fort McHenry at the Smithsonian or the Betsy Ross House or something else historical for the Fourth of July*)
- Hold a Raingutter Regatta (*Check it out in this section!*)
- Visit the C & O Canal (*or another water based historical attraction near you. We visited an historical canal near Dayton a few years ago*)

Fishing Derby

Baltimore Area Council

There are a lot of good games listed here as alternate activities, don't miss them!!

Also, there are many specifics for Maryland in here, but I am sure if you check with your local state officials you will find many of the same programs wherever you live.

Go to the "My Home State" Baloo for the list of state websites for kids if you don't know where to start. CD

There are two kinds of Cub Scout Pack fishing derbies: both are fun for boys and parents.

- ✓ One is a partner-and-son fishing trip to a nearby lake or river where adults and boys can fish off the bank or in boats. Small prizes are awarded for the biggest fish, smallest fish and best string.
- ✓ The other type is a family outing with games and contests related to fishing. The ideas listed here are for this kind of derby.

We are quite lucky in the State of Maryland, that the Department of Natural Resources (DNR) and Fisheries has a program called "Hooked on Fishing not on Drugs", where the DNR will supply on a loan basis, rods and reels to Scout units, free of charge. The DNR also has other resources such as booklets on fishing for youth, the State laws on fishing in Maryland, and other literature. The Fisheries can stock ponds and streams for events if open to the public. They also have flyers, posters, and other items that can be used in your derby. The DNR police are a good source who will visit a Pack Meeting and explain fishing laws, conservation, water safety, etc.

In the Baltimore Area Council, the Bass Masters will do demonstrations on casting and fishing methods. This organization has several programs depending on the local group which the boys can win prizes and other awards. In the past, the owner of a local bait shop has supplied worms or bait for Scouting activities. The State of Maryland has several other programs which are coordinated through the

DNR, one such program is "My First Fish" for anyone catching their first fish in Maryland. A form is filled out and a certificate is sent to the fisherman. A second is, "Catch and Release," if the Cub catches and then releases a fish (alive) there is a patch and certificate available that can be obtained from the DNR.

The fishing derby committee should follow Cub Scout guidelines for planning special events. Planning includes securing a site, arranging for transportation, planning activities and obtaining prizes and arranging for food and equipment. Try special promotional gimmicks such as invitations in the shape of a fish.

Make identifying signs for each contest area. Use ropes, posts, colored streamers, and colorful signs to mark game areas. Consider using a public address system to control the activities, if necessary and a tape player to provide lively music.

Suggested Fishing Derby Schedule

- 1:00 - 2:00 Gathering-time activities
- 2:00 - 3:30 Special contests
- 3:30 - 3:45 Awards ceremony
- 3:45 - 5:00 Free time for fishing
- 5:00 - 6:00 Meal and clean-up

You do not need to buy a lot of expensive equipment to start with. You just need a rod and reel (or a cane pole), some line and hooks and a few weights and floats. You also need a disgorger, or "hook-out", which is a metal or plastic tool used to take a hook out of the fishes mouth without hurting the fish.

Tackle for the Job

What about bait? To catch fish, anglers (fishermen) use some sort of food, or bait, to tempt fish to bite on the hook. Bait can be real food, either alive or dead. It can also be an imitation, which is used to trick the fish. Artificial flies and lures are in this category. So is a piece of aluminum foil attached to the line.

Knots - Fishing line is quite smooth and you will need to learn how to tie special knots that do not slip when tying a hook onto the line. Always make the line wet before tightening the knot. Test the knot by pulling from both sides before you start fishing. Have a fisherman teach you knots that can be used to tie your hook onto you line and then practice them. Or find pictures that show the knots and practice them.

Games for your Fishing Derby

You may want to have some alternate activities ready to go in case the fish are not biting that day. Or younger Scouts become restless.

Guessing Contest: How many fish eggs are in the jar? Use marbles for the eggs. The winner gets the jar of marbles.

Snapping Fish Game: This game requires several fishing poles with sinkers and a piece of foam rubber attached to a 3 -by-4 foot line. Also, have several mousetraps set to spring. Object of the game is to set off a trap by hitting it with the foam rubber without getting the line caught in the trap.

Fish & Net Game: Three to five Cubs join hands to catch fish (Cubs) by surrounding individual players. Those who are caught become a part of the "net". The last five Fish caught make up the net for the next game.

Sardines: Select one Cub to be "It". He hides while the other players count to 100. Then they all search for him. When someone finds "It" they hide with him. Continue until the last Cub locates "It". The first Cub that found "It" is the new "It" for the next game.

Fishpond Games: An infinite variety of games are possible with a "hook", a line, and a pole. Make hooks from coat hanger wire, paper clips, magnets, or even sticky gloop. Cut fish from felt, cardboard, wood, or sheet metal. The players can catch the fish by hooking them and lifting them out of the Ocean or stream. Fish can be marked with different point values or different colors can be worth different points, or even feats of skill (do a head-stand or hand-stand).

Crab Relays: Have the first Cub in each line sit on the floor with his back to the finish line. On a signal, he walks backwards on his hands and feet with his body parallel to the floor. When he reaches the finish line, he stands up and runs back and touches the next player. Who repeats the action, the first team to finish wins.

Rope Throw Rescue: Each Den has a coil of rope or clothesline and adults representing drowning persons whom must be rescued. The Cubs in turn throws the rope to a drowning person, who grabs it and let go. The player recoils the rope and hands it to the next player. Repeat until all have been rescued.

There is so much that can be done at a Pack Fishing Derby. Let your imagination run wild. Other games can be: Harpooner, where a Cub takes aim at a whale with a broomstick (harpoon). There is also the Fish Market where the Cubs throw slippery fish to their teammates who have to stack them (The fish are small nerf footballs that were soaked in baby oil). Casting competitions, mend fishing nets. A chowder race where each Den has to put an ingredient into the pot to complete the chowder. The derby can also be ended with a Crab Feast or Clam Bake.

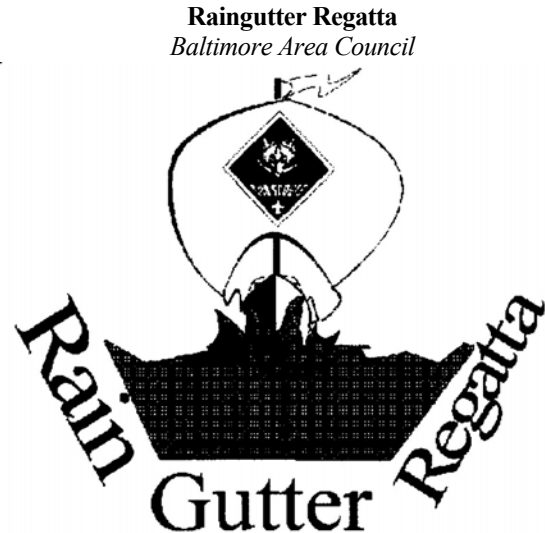
Special Contests

Reeling Relay: Dens and families are arranged in relay fashion. The first player on each team has a fishing pole and reel. On signal, he places the fishing pole and reel on the ground in front of him, takes the plug and runs to a line 25 feet away, unwinding the line as he goes. He then runs back, sits on the ground, and reels in the line. The next member follows and so on, until all have played. First team finished wins.

Fishing Relay: The "fishpond" is a large cardboard box turned upside down, with slots cut in the bottom. In each slot, insert a "fish" cut from cardboard. On each fish mark a length and weight for it. For each team, you need a cane pole with a 3-foot string and a bent paper clip for the hook. Team members line up relay fashion, with the first member holding the pole. On signal he runs to the fishpond and catches a fish. A judge records the length and weight. The team with the greatest weight total of fish wins.

Rowing Relay - Players on each team sit or kneel in a large cardboard box and propel themselves to the goal line and back by using two short broomsticks with rubber tips.

Go fishing in the Lake: Prizes could be given for biggest fish caught, littlest fish, most fish caught, longest fish caught, etc. Inexpensive fishing tackle might be used for prizes.



This could be the sailing regatta of the century! Although the seas are only 10 - foot lengths of raingutter filled with water and the ships a mere 6 inches long, the race is a very exciting event. Each boy builds his own boat with supervision and help from parents or other family members (or selects one available at the derby). He also provides the wind for the sail with his own lungs.

The regatta boat kit, available from the local Scout Shop, has a pre-shaped balsa hull, metal keel and plastic sail. The hulls are sanded and shaped, and painted with colorful lacquer. Hull and sail are then decorated with decal kits (also available at the Scout Shop). The boats race in pairs on raingutter courses, propelled by the boys blowing into the sails.

If you have a number of model boat enthusiasts in your Pack then you will want to plan a Raingutter Regatta. Several classes of boats can be raced as long as they are not too big for your Raingutter course.

Race Course

The course will be determined by the facilities available. A portable wading pool, regular swimming pool, pond, lake, or even a good size puddle after a rainstorm can be used for racing the boats.

The most commonly used course (and where the race gets its name) is the raingutter.

The course is made of standard rain gutters 10' long; set in grooves in two sawhorses. Allow sufficient space around the course for both participants and spectators. With gutters in place, put a small amount of water into each to make sure they are level. Make any needed adjustments, and when level, fill to about 1/2" from top.

Running a Rain Gutter Regatta

You will need someone standing at the start line (to make sure the boats remain at the start line) to say, "on your mark, get set,

go" (i.e., the Cubmaster). The race is a slow enough event that the Cubmaster can easily take a couple of steps to the other end of the gutter to declare the winner. However, if there are enough parents standing around, put them to work. Rules should be established prior to the event to resolve any difficulties. There are suggested Derby Rules in the Cub Scout How-To Book.

Boats sometimes seem to "stick" to the side of the gutter; however, folding a paper clip and inserting it into the body of the craft such that a rounded portion of the clip protrudes approximately 1/8" at locations appropriate such that no portion of the side of the craft may contact the gutter eliminates "sticking".

Rain Gutter Regattas & Some Variations

Building Instructions

1. Sandpaper the balsa hull to the desired shape, adhering to the specifications listed below. First use medium grade sandpaper, and then finish off with very fine sandpaper.
2. Give the model two coats of sanding sealer, which can be obtained at a craft or hobby store.
3. Using either a hand or electric drill can taper the mast. While you carefully turn the dowel, work a piece of sandpaper back and forth until the desired shape is achieved.
4. Give the entire model two coats of colored lacquer.

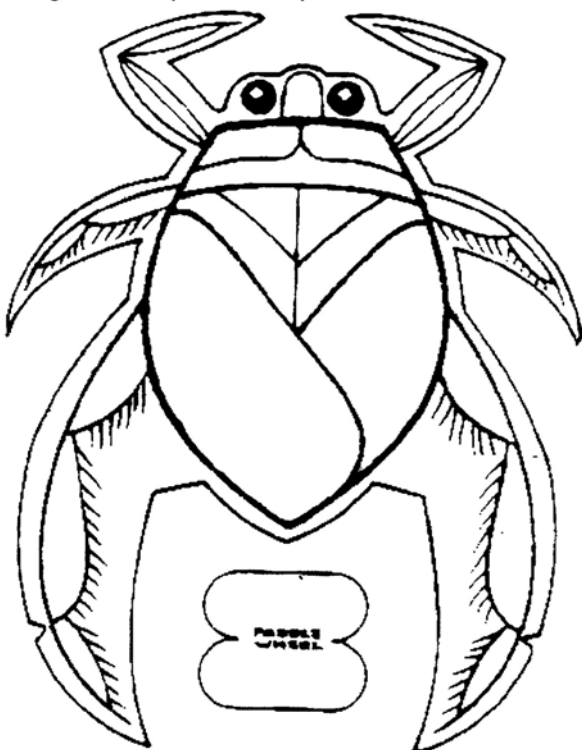
Material for Double Raceway

- 2 ea. -10 foot lengths of 5" diameter half round gutter
- 4 ea. -End caps for gutter rivets or bolts to end
- 2 ea. -Trough supports (1" X 4" X 36") cut to fit gutter
- 2 ea. -End braces (1" X 4" X 23")
- 2 ea. -Diagonal braces (1" X 2" X 72")
- 4 ea. -Legs (2" X 2" X 34")

Several - 1 1/2"#10 Flathead wood screws (all fastenings) (This will make a frame to support 10' lengths of rain gutter filled with 8 gallons of water. It can be assembled and disassembled quite easily.)

Giant Wind-Up Water Bug

Baltimore Area Council



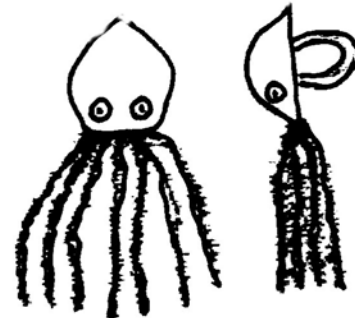
Materials: Two Styrofoam meat trays, 3" long light thin rubber bands, pencils, scissors, white glue, sharpie marker, colored pencils or markers.

Instructions:

1. Cut the bottoms of the meat trays out and glue them together, making sure that one of the trays has the smooth side out.
2. Transfer the bug and paddle wheel patterns to the smooth side. Use carbon paper or trace to another sheet of paper, blacken the backside of the tracing with a #2 pencil or crayon and then trace over the pattern with a dull pencil.
3. Cut your bug out of the Styrofoam being sure to include the notches in the legs for the rubber band.
4. Decorate the bug with colored markers or pencils.
5. Stretch the rubber band between the legs. A thin rubber band that fits without stretching much is essential.
6. Slip the paddle wheel in the middle of the rubber band loop and wind up gently. Placing the paddle wheel off center will cause the bug to travel in circles.
7. A toddler's swimming pool is the ideal place to release your bugs. Try having a Den race.

Octopus Tie Slide

Baltimore Area Council



Materials: English walnut shell carefully halved; small wiggle eyes; black chenille stems, black tamper evident ring from a soda bottle; hot glue; craft glue; black acrylic paint.

Instructions:

1. Paint the exterior of half a walnut shell black. Let dry.
2. Consider the pointed end of the shell as the top and use craft glue to attach the eyes approximately a fourth of the way up from the bottom. Let dry.
3. Cut 4 chenille stems in half. Bend each piece in half. Hang them on the soda ring. Put some hot glue into the shell. And carefully press the eight legs and ring into the glue, extending them from the rounded end.
4. When the glue is dry, fill the rest of the shell with hot glue.

Suncatchers

Baltimore Area Council

Materials: Find as many patterns as you can from cookie cutters to children's flat toys, coloring books, anything you can trace a pattern from. They can be dinosaurs, reptiles, amphibians, birds, etc.

Also, stapler, translucent plastic lid (like those on margarine tubs), scissors, colored tissue paper, newspaper, spray shellac, leather punch, suction cup window hook.

Instructions:

1. Cut the edge of the lid off leaving a flat plastic disk for the base.
2. Attach the chosen pattern to the lid by stapling all around the edge.
3. Cut out the pattern.
4. Tear the tissue paper into 3/4 " x 1" strips.
5. Put the lid on several layers of newspaper and spray with shellac.
6. Immediately lay pieces of tissue on the pattern, overlapping the strips and the edge of the pattern.
7. Spray another layer of shellac over the top of the tissue.
8. Set aside to dry.
9. When completely dry, trim the excess tissue from around the edge. And punch a hole in the top of the suncatcher. Now you are ready to hang it on the window using the suction cup window hook, plastic side to the window.

Balloon Powered Boat

Longhorn Council

You will need: 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 "ari 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.

Longhorn Council

You will need: Waxed cardboard (e.g. milk or ice-cream cartons, butter boxes); Scissors; Pencil; Ruler; Waterproof 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, and 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.

Soap On A Rope

Longhorn Council

You will need: 2 cups soap flakes*; 1/2 cup hot water; Egg beater; Food coloring; About 1 yard of cord or thick yarn. *Grate soft white soap into flakes. Ivory works well.

1. Pour soap flakes and water into a bowl. Add a few drops of food coloring, if desired. Beat until evenly mixed.
2. Gather the mixture in your hands. Press it into a firm glob.
3. Knot the ends of the cord together with a large knot.
4. Form the soap glob around the cord just above the knot. Squeeze the glob so it hangs securely from the cord.
5. Form into a special shape (keep it simple).
6. Let the soap dry for several days.
7. Tie another knot just where the cord comes back out of the soap.

Sand Candles

Longhorn Council

You will need: Sand; Flowerpot or similar sized container; Wax block or household paraffin (approximately 1/4 lb. for each candle); Candle wicks (craft store) or waxed string; Empty can with the label removed; Small pebble; Crayons (optional).

Close Adult supervision is required throughout this activity!!

1. MELT WAX: Break up the wax and put pieces in the empty can. Fill a small pot 1/3 full of water, put the can in the pot and the pot on the stove over low heat. If you want colored candles, put a piece of crayon in the melting wax. While the wax melts, prepare the candle mold.
2. MAKE MOLD: Fill the flowerpot with MOIST sand. Dig out the candle shape-- use your hand or press an object into the sand like a small rubber ball or a small can. Important: You are making the candle upside down. To make the candles like strange sea creatures, make large or small holes in the sand jutting out from the basic candle shape (use your finger or a pencil).
3. PLACE WICK: When the mold is finished, tie a pebble to the end of a strand of the wick and embed the pebble in the sand at the bottom of the mold as shown. Wind the other end of the wick around the pencil and balance on top of the flowerpot. Make sure the wick is straight.
4. POUR WAX: Pour the liquid wax into the mold carefully. In a few minutes the wax will sink a bit--pour in more wax to make it level (this will be the bottom of the candle). Let the wax cool completely.
5. FINAL STEPS: To unmold, turn the flowerpot upside down. The sand will come out in a hunk in your hand. Carefully remove the candle. Brush off as much sand as possible. Let dry and brush off again. A very thin coating of sand should remain on the candle surface.

VARIATIONS: Instead of poking small holes, keep the moist sand walls smooth and embed pretty pebbles and sea

shells (shell's outside to the sand). Or how about making candles right-side up? You need to keep the bottom of your sandy pit flat but you don't have to embed the wick in the sand.

No Care Aquarium

Longhorn Council

You will need: Two 9" paper plates; Small amount of sand or aquarium gravel; Two shades of green construction paper; 8" square of clear sandwich wrap; Glue; Scissors.

1. Cut center out of one plate and glue clear sandwich wrap on inside.
2. Cut a circle of green construction paper and glue it inside the other plate.
3. Spread a light coat of glue over a 1" strip at the bottom of the green circle. Sprinkle sand over the glue. Let dry and shake off excess sand. Optionally, you may want to use aquarium gravel (you will need more glue for gravel).
4. Draw several fish or cut out some pictures of fish from a magazine. Glue them above the sand on the green circle. Use lighter shade of green for seaweed. A few wavy lines made with a dark green marker will make the water look as though it's moving.
5. Staple the plates together or sew them together with colored yarn.
6. Now you can see the aquarium picture through the clear sandwich wrap.

VARIATION: In place of clear wrap, use clear blue cello wrap (used to wrap fruit baskets and the like, available at a craft store). You will not have to use the construction paper circle.

Sand Painting

Longhorn Council

Do this outside where you don't mind the sand. Designs should be simple. Younger boys may want to outline their designs with sand rather than filling it. How about writing their names with sand?

You will need: Sand; Several plastic containers with lids; Food Coloring; Newspaper; Heavy tag board or cardboard; Pencil; Glue.

1. Put sand in the plastic containers and add a few drops of food coloring--a different color for each container.
2. Cover and shake the containers or stir until the sand is completely colored.
3. Spread the colored sand out on newspaper for a few minutes and let it dry while you color more. (Try combining primary colors.)
4. Using the pencil, draw a design on the tag board or cardboard.
5. Spread glue on the outline of the design.
6. Cover the outline with one color of sand. Shake the excess sand back into its container.
7. Spread glue onto another area of the design, and then fill it in with another color of sand. Repeat until the entire design is complete.
8. Allow to dry (about an hour). Attach a small piece of string like a loop on the back and hang on the wall.

Layered Sand Jar

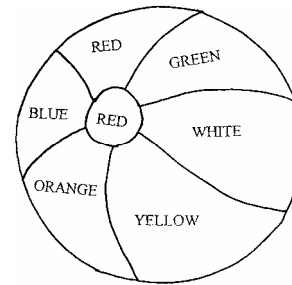
Longhorn Council

You will need: A variety of colored sands (see the craft above); Nicely shaped clear jar (not too big) with a lid; Funnel.

1. Spoon a layer of colored sand into the jar. Or pour the sand through a funnel into the jar. Gently tap the jar to make the sand level if you want flat layers.
2. Continue adding layers of different-colored sands until you reach the top.
3. Screw the lid on tightly.

Beach Ball Neckerchief Slide

Santa Clara County Council



You will need:

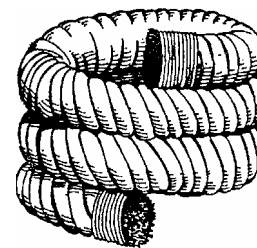
One half-ball-shaped wood piece 1 1/2" diameter* (available at a craft store); Acrylic paint or permanent markers; 1/2" section of 1/2" PVC pipe; Thick craft glue or low temp glue gun.

*If you cannot find half-ball shapes, cut a wooden ball in half. Be careful, it is small and craft wood shapes are usually hardwood. **Adult should do this.**

1. Paint the wood piece like a beach ball.
2. Let it dry.
3. Glue the PVC pipe section onto the flat side of the 'beach ball'.

Rope Neckerchief Slide

Santa Clara County Council



You will need a piece of rope about 8-inches long and a whipping cord.

Whip both ends of the rope (Bear Achievement 22). Lay a bead of low temp glue along the rope and coil the rope in a circle. It may be easier if you wrap the rope around a 1/2" dowel, being careful not to glue the rope to the dowel.

Buoy Key Ring

Longhorn Council

You will need a large enough piece of cork and twist ties. 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.

Footprints in the Sand
Santa Clara County Council



Capture that barefoot-on-the-beach feeling -- and a record of your feet -- with this simple plaster-casting project.

Supplies: Plaster of Paris, small bucket, freshwater, 4-inch lengths of string (optional)

Directions:

Choose a site to cast your molds -- the moist, hard-packed sand near the water's edge works best.

Firmly press both feet into the sand. The prints should be about 1/2 inch to 2 inches deep. (If your child can't press down that hard, he can use his finger to dig down into the print, following its shape.)

Mix up the plaster, according to the directions on the package, so that it has a thick, creamy consistency. Pour the wet plaster gently into the footprints.

To make hangers, tie a knot about a half-inch in from each end of the pieces of string. As the plaster begins to harden, push the knotted ends into the plaster and let dry.

After 20 to 25 minutes, gently dig the footprints out of the molds and brush away any excess sand. Set sole-side up in the sun for about an hour to let harden.

Jet Boat
Santa Clara County Council



Kids will love being the captain of this balloon-powered jet boat - perfect for racing in pools, ponds and bathtubs.

Supplies: Plastic pipe elbow, 1/2 inch in diameter, and its accompanying plastic nut (ask at your local hardware store); Two 5 1/2 x 8-inch Styrofoam food trays; Balloon; Rubber band

Directions:

Thread the nut on the plastic pipe elbow. Then cut a hole in the bottom of one of the trays and push through the elbow's non-threaded end.

Stretch the balloon over the threaded end. Next, secure the elbow underneath the tray with the rubber band, wrapping it around several times.

Cut a rudder from the other tray, and insert it through a slit cut in the stern of the boat.

Tips: To operate the vessel, inflate the balloon by blowing into the elbow. Block the end of the pipe with your finger as

you set the boat in the water, then release it and watch the boat zip away.

AUDIENCE PARTICIPATIONS

Mountains & Molehills
Baltimore Area Council

Divide audience up into six parts. Assign each a word and the associated saying. Tell them they are to say the phrase whenever their word occurs in the story. Practice as you assign parts.

MOLEHILL	I'm so tiny
CANYON	It's deep down here!
MOUNTAIN	I'm sooo BIG
GORGE	I'm a gorgeous gorge!
HILL	I'm just right
DALE	Where's Chip?

There was once a very small **MOLEHILL**. He always wanted to be a **MOUNTAIN** but he did not quite know how. He went to talk to the **HILL** next door. The **HILL** told the **MOLEHILL**, that being a **MOUNTAIN** was big stuff. Just then, the **GORGE** spoke up. "**MOLEHILL**," she said, "I once was a **DALE**. But I wanted to be a **CANYON**. I talked to the **MOUNTAIN** and he just laughed. But I, when I was a **DALE**, begged and begged. So when it rained, the **MOUNTAIN** drained the water over the **HILL** and made me a **CANYON**. Lots of my pretty plants were washed away."

The **MOLEHILL** was getting bored by how the **DALE** became a **GORGE** by becoming a **CANYON**.

MOLEHILL just yawned. A **HILL** I will be, he thought, maybe later a **MOUNTAIN**. Just then, there was a big explosion. The **MOLEHILL** puffed up and became a **HILL**. "What was that?" shouted the **CANYON**. A small **DALE** next door said, "Don't you remember, they are digging a mine?"

The **CANYON** said, "Yes, I feel it." But the **MOLEHILL** didn't care, because he was growing. Just then the miners came out of the side of the **GORGE** and fell to the bottom. They had tunneled from the **DALE**, through the **HILL**, under the **CANYON**, around the **MOUNTAIN** and fell out the side of the **GORGE**, who said, "What a shallow tunnel!" With all of the excitement, the **MOLEHILL** that was now a **HILL**, forgot about becoming a **MOUNTAIN**. And the **DALE**, valley and **GORGE** were just as happy not to hear about it again.

The moral of this story is that if you ever think you are making a **MOUNTAIN** out of a **MOLEHILL**, running from **HILL** to **DALE**, remember what the **GORGE** said to the **CANYON**: "I'm a deep subject for such a shallow mine."

On The Beach
 (a MadLibs)

Baltimore Area Council

Create a list ahead of time of the types of words needed for the story, and ask the audience to provide the words to fill in the blanks in the story. The narrator reads the story.

Filling in the blanks with the words provided by the audience.

- Plural Noun _____
- Body Part _____
- Verb _____
- Body Part _____
- Noun _____
- Noun _____
- Plural Noun _____
- Adjective _____
- Verb _____
- Plural Noun _____
- Exclamation _____
- Person in Room _____
- Noun _____

If you want to enjoy yourself at the beach, you should bring your **plural noun**. Before exposing your skin to the sun, you should put suntan oil on your **body part**. Rub it on your face; then smear it all over. Be sure that it's rubbed in thoroughly. Then go into the salt water and **verb**. When you come out of the water, don't dry your **body part**. Lie down on a(an) **noun** and soak up the rays. It's fun if you bring a(an) **noun** to play with at the beach, I like to build **plural noun** with sand. You see all sorts of bodies at the beach. Some are **adjective** like your own. You can **verb** on the beach. Some beaches allow you to sunbathe without your **plural noun**, **exclamation**! My friend, **person in room** went to a beach without his/her **noun** and got so sunburned that he/she had to walk home.

A Pirate Story

Baltimore Area Council

Divide audience into seven parts and assigns word and motions. Practice as you assign the parts.

- Old Sea Pirate Ho! Ho! Ho! and a bottle of Rum
- Long John Silver Aharr me maties
- Bosun snore, snore
- Polly Parrot Polly wants a cracker
- Black Cloud Blow wind Blow
- Croaky Crocodile Tic Toc, Tic Toe (shake head)
- Sea Gulls caw, caw (flapping arms)

Once upon a time there was an **Old Sea Pirate** and his **Bosun** who sailed out on the ocean blue in their sturdy ship the **Black Cloud**.

Far off in the distance he could hear the **Sea Gulls** cry. The **Old Sea Pirate** and his **Bosun** dropped anchor and went fast asleep, first making sure all the hatches were secured on the **Black Cloud**.

Now creeping up the side of the ship came **Long John Silver** and his parrot **Polly** looking for the treasure of the **Old Sea Pirate** and his **Bosun**.

Looking for **Long John Silver** was **Croaky Crocodile** who had swallowed a clock.

Just as **Long John Silver** and **Polly** Parrot discovered the treasure chest, **Croaky Crocodile's** clock woke up the **Old Sea Pirate** and his **Bosun** who thought it was the **Sea Gulls** landing on the deck of the **Black Cloud**.

Well **Long John Silver** grabbed hold of **Polly** Parrot and turned w run, and only in his haste he tripped overboard, much to the glee of **Croaky Crocodile**. The **Old Sea Pirate** and his **Bosun** chased after them, but the **Black Cloud** rolled in the waves. clearing the deck of **Sea Gulls**. the **Old Sea Pirate** and his **Bosun**.

Now. from a very good source. I am told that the last anyone heard of all these characters was strange sounds in the night as the **Sea Gulls** flew overhead followed by **Long John Silver** and **Polly** Parrot, chased by the **Old Sea Pirate** and his **Bosun**. all frantically swimming away from **Croaky Crocodile** with his ticking clock, while to this day, the **Black Cloud** is anchored far out at sea with its treasure chest still aboard.

ADVANCEMENT CEREMONIES

Fishing Trip Advancement Ceremony

Baltimore Area Council

Setting: The Cubmaster, or whoever is going to lead the advancement ceremony, is starting down memory lane of a recent fishing trip that he made. He starts to relate it to Cub Scouting.

Props: Cubmaster will need clothing for fishing, a pole that is hooked up with a magnetic hook. Cub Lake (some type of tub container to be the fishing hole). Advancements on fish as described below.

Cubmaster: Well, before I tell you who is getting awards tonight, I want to tell you about my latest fishing trip. You all know that any good fisherman will get up before dawn to prepare himself to go fishing. That is when this day started for me. There are seven things I have to do to get ready for a fishing trip, and as I was doing these things, I remembered the seven requirements that my son had to do to get his Bobcat Badge. Just like I prepared to go fishing, my son had to prepare himself to be a Cub Scout.

Call up Cub Scouts and their parents who are getting their Bobcat Badges.

Scouts, here at Pack ____, we are really proud of your accomplishment of completing the 7 requirements for the Bobcat Badge. And just like I have to have a license to go fishing, you have to become a Bobcat to go on in Scouting. Scouts, tonight I'm presenting your parents with your Bobcat Badge. When they give it to you, I want you to always remember how you prepared yourself for Scouting.

Present badges on pretend fishing licenses to the parents

Well, let me continue on with my fishing trip. You won't believe the trouble that I had! Before I even got to the lake, I got lost, and had to look at a map. I then had to make a phone call because I forgot to leave a note to let my family know where I was going to be. Then, once I was at the lake, things didn't get any better. I dropped my bait bucket, I cut my finger. I got knots in my fishing line, I even had to go back to the car for the lunch that I had

packed. But you know, some nice things did happen to me too. The day was beautiful, birds were out singing in the trees, and the trail to the lake was clean. I saw some really neat plants growing along side of the path, and I found a really great rock for my son's collection.

Oh, yes you are probably wondering what all of this has to do with Scouting. Well, as I was having all of these problems I remembered the 12 Achievements that Cubs have to do to get their Wolf and Bear badges. And you know, some of the things that they had to learn I needed that day. The first aid for my cut finger, the knots in my line, and the lunch I did remember to pack. In Cub Scouts, boys get a really good understanding of nature and how to take care of the land around them. That path was so clean I bet some fisherman who had been in Cub Scouting had come before me.

So I did go fishing, and caught *(insert number of Wolf and Bear advancements that you have)* really nice fish. Here let me show you.

Cast your line into Cub Lake and catch fish for the Wolf badge(s), and the Bear Badge(s)

Call up the Cubs with their Parents.

Scouts, you are receiving your Wolf Badge tonight, and, along with your parents, your Pack is really proud of you and the work you have done. Congratulations.

Scouts, you are receiving your Bear Badge tonight and you have shown us that you take your Cub Scouting seriously. Congratulations.

Well, my fishing trip continued on for a few more hours and I continued to think about Cub Scouting. I thought about how each of the Webelos Scouts earn the different Activity Badges, the badges give the Scout a taste of what Boy Scouting will be like. They just sort of cover what a Scout that is in 4th and 5th grade needs to know.

Will our Webelos leader please come up here tonight. I'm going to go fishing and see if I can find any Webelos Activity Badges down here. Yes there do appear to be a few.

Have Webelos Leader give out the badges to the boys

I want to thank each one of you tonight for coming along with me on this trip, Scouting and fishing sure do have a lot in common, don't you agree?

SEA ADVENTURES

Circle Ten Council

Cubmaster (CM): When a boy wanted to be a sailor, he would hire himself on as a cabin boy. There he learned the terminology of the ship. He learned his knots and the rigging.

Assistant Cubmaster (CA): When a boy wants to become a Cub Scout, he must learn the basics of Scouting. When he learns the Promise, the Law, the sign, the salute, the handshake, the meaning of Webelos, and the motto, a boy then becomes a Bobcat. Will the Bobcat recipients please come forward with their parents?

(Present awards to parents to pin on their son)

CM: A sailor boy's knowledge of the sea did not end there. As he traveled about the world, he saw many different types of ships and their uses. His world would become larger. So too, does a Cub Scout grow. He learns about his national flag, about his family and world, about tools, and about many other things. It is then that he is recognized as a Wolf. Would our Wolf Cubs and their parents please come forward?

(Present awards to parents to pin on their son)

CA: A sailor even today has to know the methods of ship communication, whether it be flags or radio. He needs to know about radar. A Bear needs to be more aware of God and worship, more about wildlife and the environment, more about family life and more about strengthening his body. Will our Bear rank recipients and their parents please come forward?

(Present awards to parents to pin on their son)

Webelos Leader 1(WL 1): A sailor soon learns about tides and the sea currents. He learns to use these to travel. A Webelos Scout must earn several different kinds of activity badges to help prepare him for the future. Will our Webelos and their parents please come forward?

(Cubmaster presents awards to parents to pin on their son)

WL 2: Finally, a sailor has a destination, a goal; he must know where he is and how to get where he is going. He uses the constellations and the North Star to guide him. He uses a compass and a sextant to chart his course. So, too, does a Webelos Scout. He has earned more activity badges to give him skills for the future. He has visited Boy Scout troops, as he plots his course. He has filled out a Boy Scout application form. He is deciding on his goal, maybe even an Eagle Scout. Will our Arrow of Light recipients and their parents come forward?

(Cubmaster presents awards to parents to pin on their son)

Goin' Fishin' Advancement

Baltimore Area Council

This ceremony can be used indoors or at the waterfront.

If you are indoors,

Pin the badges that were earned to a cardboard fish.

Make a fishing pole out of a dowel, string, and a paperclip hook.

Put paperclips bent into circles into mouths of the fish.

Make the fish different colors according to the badge pinned to it and tell each boy who earned an advancement to go fishing for a (color) fish. (e.g. red fish for Wolf)

Make a statement about the boys' achievements and have the parents help the boy if needed.

If you are at the water, you could use the same process or you could use the water instead of a bucket to put the fish in. Simply wrap the badges tightly in aluminum foil and have the one who swims best in the water with the badges. When the boy casts his line out, the swimmer can attach the proper badge to the hook and give it a tug.

SCHOOL OF FISH ADVANCEMENT

Circle Ten Council

Equipment: A poster board or a sheet colored blue imitating water gradually getting deeper, four different size fish made of cardboard, awards.

Setting: Cubmaster is in front of room with water behind him.

Cubmaster: The small fish starts out in shallow water (Place smallest fish in shallow water) and the first step is to learn how to maneuver in the water, just as our beginning Scout is becoming familiar with Cub Scouting. The first part of becoming a Cub Scout is that of a Bobcat. Would the following boys please come forward with their parents?

(Award badges)

Wolf Leader: As our small fish becomes stronger and larger (place the next fish further out in the water) he moves further into the water finding new adventures and discovering new areas. Just as our fish is developing so is our Cub Scout. The next step is that of a Wolf. Would the following boys please come forward with their parents?

(Cubmaster awards badges and/or arrows)

Bear Leader: Our fish has grown into a larger fish (place 3rd fish further out in the water) and has moved out further into the water becoming more acquainted with the other fish and is learning to maneuver faster in the water. Just like the fish, the Cub Scout is learning and meeting more challenges and is becoming more acquainted with the pack. The next step is that of the Bear. Would the following boys please come forward with their parents? *(Cubmaster awards badges and/or arrows)*

Webelos Leader Our fish has finally reached the stage where he can go into the deepest water (place largest fish in the deepest water) and has learned quite a lot about the water and what lies in it. This stage of growth is like that of the Webelos. The Webelos has matured and learned much about the pack and is ready to move on into Boy Scouting. Would the following boys please come forward with their parents?

(Cubmaster awards Webelos badge and/or activity pins)

Assistant Cubmaster Just as the fish has developed and has gone out into deeper water, we know our Cub Scouts have learned and developed as we send them on into Boy Scouting and beyond.

SHIPS! SHIPS! SHIPS! ADVANCEMENT

Santa Clara County Council

Arrangement: The Cubmaster has eight large cut-outs of different kinds of ships (battleship, rowboat, canoe, frigate, submarine, etc.).

There are many kinds of ships in Cub Scouting, just as there are many ships that sail the seas. Here are some of the ships in Cub Scouting.

WORKMAN-SHIP: This ship is neat and clean. When you do your best with the arts and crafts you make in den meetings, your workmanship shows.

FRIEND-SHIP: This is one of the best ships of Cub Scouting. You meet new boys and learn to get along with those in your den. Would the following boys please come forward? They are the new Bobcats in our pack. *(Present the badges.)*

SPORTSMAN-SHIP: This ship is fair and square. At den meetings you put this into practice when you play games. Congratulate each other often.

FLAG-SHIP: This ship proudly carries our country's flag. In Cub Scouts we proudly fly our American flag at den meetings and at pack meetings. Would the following boys please come forward? They are the new Wolves in our pack. *(Present the badges.)*

SCHOLAR-SHIP: A very important ship in the sea of education. In Cub Scouting you learn many new things when working on achievements.

FELLOW-SHIP: Cub Scouts come to den meetings every week to work together, to play together and to have fun! Would the following boys please come forward? They are the new Bears in our pack. *(Present the badges.)*

LEADER-SHIP: Everyone wants to board this ship. As Cub Scouts you take turns acting as denner. This helps you practice leadership with your friends.

TOWN-SHIP: This ship is named for (city), our hometown. We are happy to live here with our families. I hope you will always remember this is where you started in Cub Scouts. Remember your leaders and your friends here. Would the following boys please come forward? They are the new Webelos in our pack. *(Present the badges.)*

(Pointing to all the ship cut-outs) These are the ships in Cub Scouting. Keep your fleet sturdy and strong. The ships you launch here in Pack ___ will sail many seas and weather many storms, and they will last your whole lifetime!

GAMES

Whale on the Beach

Baltimore Area Council

Object: To get your whale across the finish line alive.

Materials: Teams of 4 to 8 boys, one adult "whale" for each team, a blanket or tarp for each team, a spray bottle for each team, water, markers for start and finish lines

How to play: Explain that in order to keep their whale alive, the boys must be gentle and quick. They must place the whale on the blanket or tarp, leaving its hands and ankles over the edges. wetting those areas with the spray bottle to keep the whale moist. When moving the whale they must keep it only 4 to 6 inches off the ground, (in order to reduce injury if dropped). Remind them that the faster they go, the more apt they are to injure the whale.

When the signal is given, the whales should become limp, not helping the boys move him. It is up to the individual whale to decide if it survived based upon the boys actions.

Drowning River

Baltimore Area Council

Object: To be the player that stays out of the stream.

Materials: 2 sticks to mark the banks of the stream

How to play: Position the sticks about a foot apart. These become the banks of the "Drowning River." Players agree beforehand whether or not to allow running jumps. Each player then takes a turn leaping over "the stream." Eliminate players who do not successfully make the jump and fall into the stream.

After all the players jump, move the sticks farther apart to widen the banks. Again, any players who fail in their jumps are out. Continue to widen the banks after each round of jumps - the winning player stays out of the stream.

CRAB RACE

Circle Ten Council

This activity requires a hula-hoop for each group of four boys. Have each group of four climb inside a hula-hoop, back to back. The teams must then race to a finish line. The boys must keep their hands outside the hula-hoop while they race, holding it up only with their bodies.

SPONGE RELAY RACE

Circle Ten Council

You'll need 2 sponges, 2 buckets, 2 bowls and water. Have boys line up in two teams and the boys at the front of each row hold a bucket of water with the sponges in it and the boys at the end of each row hold a bowl. The first boy takes a wet sponge out of the bucket and hand it to the next boy and so on till it reaches the last boy in his row who squeezes the water out of the sponge and into bowl. He then races it back to the front and puts it back into the bucket starts over again. Play continues until the water is gone or a certain time is up. The team, who has the most water in the bowl at the end, wins the game.

Blub, Blub, Blub

Baltimore Area Council

Materials: Cub Scouts. Leader

How to play: Cub Scouts sit in a circle or semi-circle. The leader walks in front of the players and suddenly points at one of them and says, "blub. blub. blub." The person pointed to must say, "blub," before the leader has finished the third "blub." If he fails, a point is counted against him. If the leader points but doesn't say anything, the Cub Scout must not say anything either. If he does say, "blub," a point is counted against him. The boy with the fewest points against him at the end of the allotted time is the winner.

Maybe you could play this with a boy doing the pointing, then after a set period of time, the boy with the fewest points becomes the next pointer. CD

Fish Gobbler

Santa Clara County Council

This is a fun game for active children. You will need a big area where all the children can spread out. When the caller (known as the Fish Gobbler) shouts, "Ship," all the children run towards the wall to which he points. On the shout "Shore," they quickly change directions and run toward the

opposite wall. On the signal "Fish Gobbler," the kids quickly drop to the floor on their stomachs and like arms, legs, or bodies together with one or more friends. The Fish Gobbler moves around the room with arms outstretched like a big bird swimming toward the other players not touching them. The children are all "safe" as long as they are all physically linked together. Once the Fish Gobbler sees that everyone is linked to someone else, the signal "Rescue" is called. At this moment all the children jump to their feet, joining hands, and yell "Yah," raising their joined hands over their heads. The game ends when the children are ready to move on to another game. Other calls could be added, such as "Sardines" (everyone runs to a central point to make the tightest group possible by either lying on the floor or forming a giant standing hug); "Fishermen All" (everyone sits on someone else's knee or knees).

This game can be adopted for playing in a swimming pool. Instead of running to the wall, they can swim to the wall, and join hands and legs while trying to float on the water.

Beachless Beach Party

Longhorn Council

You may want to combine this with a Raingutter Regatta and/or family picnic.

PREPARATION:

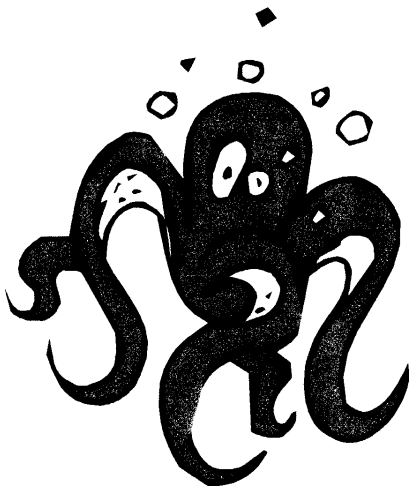
You should have two or more beaches, depending on the size of your group. For the pack meeting, each den can have a beach--part of the decorations can be done at the den meetings. If this beach party is for the den only, each family can have a beach, or combine families. Name the beaches like Palm Beach, Santa Cruz Beach, Waikiki Beach, etc. Have each den decorate its beach - they should use their imaginations. They could choose a theme for their beach, such as palm leaves for Palm Beach. Arrange some chairs, umbrellas. If the meeting is held outside, add benches and picnic tables.

At your planning meeting have dens and leaders and whoever wants) pick games to run on the day of the event. Some ideas for games for your Beachless Beach Party are - **Swimming Race:** One player from each beach. Each player should have before him a deep pie pan filled to the brim with water, with four or five Lifesavers at the bottom. He must get these candy pieces out with his mouth. His hands must be behind him.

High Dive: One player from each beach. Each is provided with a pitcher of water. On the floor at their feet is an empty tumbler. The player has to stand and try to fill the tumbler. The player who gets the most water into the tumbler wins. In case of a tie, time is taken into consideration.

A Clam Dig: This is a team game. A box of sand will be necessary. Hide 10 small clam (or other) shells or peanuts in the sand for each team. Give each team a spoon and a bowl. Give a signal to go, first player runs across the room to the sand pile, digs out one clam (or peanut), puts it in his team's bowl, and returns. Next player does the same. Keep going until all ten are found.

Sailboat Race: Stretch as many strings across the room as you have teams. On each string, place a paper cone. Each player is to blow his boat from one end of the string to the other end. He then pushes the cone back with his hand to the



starting point for the next player. The game proceeds in a relay fashion.

Snorkel Race: You will need a pair of old swimming flippers for each team. If you can't find them, use pairs of large size shoes and limit the race to children. Set a turning point at a short distance for each team. Run the course in a relay fashion.

Backyard Water Frolic: Have a den backyard water day. Include parents and siblings. Make sure children bring swimsuits or changes of clothes, and towels. Set up one area in the backyard for a water war, one for sprinklers and hoses, and one for a water slide. For the water war, you'll need squirt guns, basters, squirt bottles, plastic pails, and sponges. Set up the hose and sprinkler in another area. If possible, poke holes in an old garden hose so there's lots of spray to run through. Make a slippery water slide by cutting several large plastic garbage bags open to form long rectangles and taping them together with waterproof tape. Place the "slide" on the lawn, preferably on a gentle incline. Set a hose at one end to create a rush of water. Let the kids start off with a water war. Divide them into teams. At the signal "Go!" they can squirt the water guns, throw the sponges, or even haul around the pails full of water to get their opponents soaking wet. Include parents--Children will love soaking adults. (Of course you soak them too.) Caution children to avoid squirting in the face. Let the kids give the water slide a try. To prevent long lines at the slide, divide the kids into teams and have one team play in the sprinkler and the other on the slide. Switch after a time. For a snack, serve watermelon. Can they guess how many seeds are in it? Have a watermelon seed spitting contest--see who can spit the furthest or most accurately. By the end of snack, kids will be sticky--they can run through the sprinkler again.

Fishing Game

Longhorn Council

This is probably too simple to be called a craft, but the game is fun. Make a lot of fish and have your fishing derby.

You will need:

Fishing Pole: Tie yarn or string to a dowel or stick.

Bend a paper clip for a fishing hook.

To make Fish, it's better to use stiff paper.

Fold paper in half.

Draw a fish.

Cut a hole close to the head end of the fish.

Play game –

Scatter fish on the floor

Go fishing.

Scrambled Water

Longhorn Council

When you unscramble the following words, you will know eight kinds of bodies of water.

KEAL	NECOA	YOUBA
DROJF	FULG	GOANOL
NOPD	VERIR	

Answers: lake, ocean, bayou, fjord, gulf, lagoon, pond, river

Underwater Words

Longhorn Council

How many words can you make from the letters in the word UNDERWATER? Who can make most words? How about the longest? (At least 80 are possible! Probably even more.)

Colors

Longhorn Council

Determine the boundaries. Begin at one end, where the player who is "It" stands. The safe zone is at the other end. "It" stands facing away from the water, on the shore. The other players stand in the water or tread water in a line close to "It." Each of the players in the water thinks of a color and whispers it to a neighbor who is on the honor system and keeps it secret. Don't let "It" hear the color. "It" starts by calling out colors: "Red, blue, turquoise..." Those in the water listen for their colors, and when they hear theirs, they have to swim quickly out to the safe zone. As soon as "It" hears someone move in the water, he turns around, jumps in and tries to catch the fleeing player or players. If a player is caught before reaching the safe zone, that player becomes "It." Instead of colors, try cars, baseball teams, animals, etc.

T-Shirt Relay

Longhorn Council

Divide the group into two teams. Have a large T-shirt for each team. Each team member must put on the shirt before swimming his lap in a relay race. It doesn't matter if the shirt is on inside out.

Gold Rush

Longhorn Council

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

Touch

Longhorn Council

Divide group into two equal teams and line them up in parallel lines about 6' apart. The leader calls out the name of an object that is the same distance from both teams--a ball, diving board, edge of the pool, etc. In a relay fashion, all players swim or run to touch the object and return to their places. First team back gets one point.

Frogs In The Sea

Longhorn Council

This is a good game that can be played at a den meeting or in shallow water. Players form a circle around one or more players who sit with their feet crossed. The players in the circle skip (if on land) or walk (if in water) close to the frogs and try to tap them on the head as they repeat the words, "Frog in the sea can't catch me." The frogs try to tag the players without rising or uncrossing their feet. If a player is tagged, he changes places with the frog that tagged him.

Statues On The Wall

Longhorn Council

This is a fun backyard game. Have the Scouts stand against a brick wall (the side of a house or building). Spray water from a water hose on them and all around them. When they move away from the wall, it will have the outlines of their bodies on it. Stand back and try to guess what the shapes look like. Make up a story to go along with the shapes.

"Fifty Yard" Swim

Longhorn Council

Each boy hops on one foot carrying a paper cup of water. First one over the finish line with the most water in his cup wins. Use a distance that fits your Den.

Bailing Out The Ship

Longhorn Council

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.

Water Balloon Bounce

Longhorn Council

You will need a tarp, sheet or blanket for each team, or teams can take turns. Players hold the tarp at the edges. 3 water balloons are placed in the center of the tarp. By quickly snapping the edges of the tarp outward the balloons are tossed into the air. A point is scored each time the balloons are successfully tossed and re-caught. Balloons must go up at least 8 feet in order to score a point. The game ends when a balloon breaks or is dropped. The team that makes the greatest number of successful tosses is the winner.

Quarter Drop

Longhorn Council

Have the Scouts from 2 teams. For each team, place a gallon jar 2 to 3 feet in front of the line. Fill each jar with water and place a smaller glass jar in the bottom of the gallon jar. Have each boy try to toss a quarter or iron washer into the jar and into the smaller jar. The team with the most quarters in the smaller jar wins.

Sink The Boat

Longhorn Council

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.

Submarine Dive

Longhorn Council

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.

Boat Race

Longhorn Council

With a stick for each team, relay teams push an object around two markers and back home. The harder the object is to control, the better. Use spoons, balls, balloons, or lemons or potatoes (they don't roll straight). As a variation, pretend you are the wind and blow the boat around the course.

Pass The Lifesaver

Longhorn Council

Form two lines. Give each boy a soda straw to hold in his mouth. On signal, a Lifesaver is passed from one boy to the next using the straws. No hands are allowed. Continue this until the last boy in line has it. Have more Lifesavers ready for the boys to enjoy at the end of the game.

Fishing Derby

Longhorn Council

You will need magnet on a string, metal washers of different sizes and colors for different values. Draw a large circle on the floor. In this circle scatter metal washers. Divide players into equal sized teams--two or more. One player from each team wears a blindfold, is given a magnet on a string and directed by his team. On signal, the blindfolded players are directed into the circle by their team who try to get them to "catch" one of the more highly valued washers. He returns to his team with the washer. Another player is blindfolded and takes his turn. This continues until all have had a turn. The winner is the team with the highest point count as determined by the washers they "caught."

Fishing Game

Longhorn Council

Give each player a soda straw. On the floor place 15 or so paper fish. Fish are caught by suction. See who can catch the most fish. Play this game in a relay fashion, having a "fish pond" some distance away from the starting line.

Bait Casting

Longhorn Council

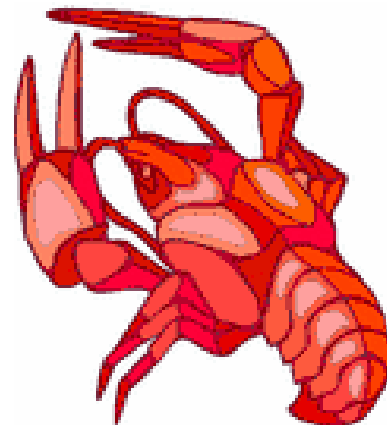
Use a fishing pole with reel and a 2-inch piece of dowel or broomstick at the end of the line as a lure. Mark four or five targets, each about three feet in diameter and about 10 feet apart. Give each player two casts per target. Score one point for each hit.

SONGS

Lobster Mash

Santa Clara County Council

Tune – Monster Mash



I was down by the ocean late one night
When my eyes beheld an unusual sight
Hoard's of lobsters began to rise
And suddenly to my surprise

(they did the mash) They did the lobster mash
 (they did the mash) It was a seaside smash
 (they did the mash) It caught on in a flash
 (they did the mash) They did the lobster mash

From my front-row seat at sandcastle west
 To the briny deep, beyond the wave crests
 The fish all came from their humble abodes
 To share in the dance and twinkle their toes

(they did the mash) They did the lobster mash
 (they did the mash) It was a seaside smash
 (they did the mash) It caught on in a flash
 (they did the mash) They did the lobster mash

The dolphins were having fun, the party had just begun
 The guests included Marlin and Nemo, his only son.

The scene was rocking, all were digging the sound
 Of the lobster claws clicking as all twirled around.
 The whales and jellyfish were starting to scream
 When a wave crashed loudly, and I awoke from my dream

(of the mash) It was the lobster mash
 (oh yes the mash) It was a seaside smash
 (you know the mash) It was gone in a flash
 (it was the mash) My dream lobster mash.

Give Me A Pond

Baltimore Area Council

Tune: Home On The Range

Oh, give me a pond. on a hot summer's day.
 Where the frogs and the crayfishies play.
 I'll fish and I'll swim: 'till it's time to go in;
 Sopping wet. dripping all of the way.
 Splish, splashing. I go.
 All wet from my head to my toe.
 Skipping stones 'cross the top;
 Hope I never need stop;
 I'm one happy-go-lucky. wet fellow!

Munching Mangos (Round)

Baltimore Area Council

Tune: Are You Sleeping

Munching Mangos, Munching Mangos
 Mish Mash Mush. Mish Mash Mush.
 Jump into the river. Jump, into the river.
 Splish, splash. splush. Splish, splash, splush.

Propel Your Craft

Baltimore Area Council

Tune: Row, Row, Row Your Boat

Propel, propel. propel your craft
 Smoothly through the liquidy solution,
 Ecstatically, ecstatically. ecstatically, ecstatically
 Existence is but an illusion,

Water Sports

Baltimore Area Council

Tune: Yankee Doodle

Water sports are what we like.
 For summer, spring and fall.
 When summer comes you now must know.

We'll have a great big ball.

Chorus:

Cub Scouts always having fun,
 Cub Scouts in the water,
 Swimming, diving, fishing, too.
 Safely like we "otter".

Rivers and lakes, oceans and streams,
 And even swimming pools.
 Back stroke, breaststroke, and butterfly,
 We'll follow safety rules.

Chorus

Found a Geode

A Song for your Webelos Geologists

Baltimore Area Council

Tune: Clementine

Found a geode. found a geode
 Found a geode last night.
 Last night I found a geode.
 Found a geode last night.

Here is a suggested series of verses to follow that one -
 It was hollow (etc)
 Broke it anyway (etc)
 Full of crystals (etc)
 Called a geologist (etc)
 He examined it (etc)
 Sold the geode (etc)
 Went exploring (etc)
 Started digging (etc)
 Found a geode (etc)
 and (etc., etc.)

BLOW YOUR BOAT

Circle Ten Council

Tune: Row, Row, Row your Boat

Blow, Blow, Blow your boat,
 Fast along the waves.
 Do your best, do your best,
 We're the Cub Scout braves.

Blow, Blow, Blow your sail,
 Passing others by
 Do your best, do your best,
 Aye-Aye-Aye

Shipwrecked Cub Scouts

Longhorn Council

Tune: Gilligan's Island Theme

Our pack set sail on the sea one day,
 In search of coins of gold.
 A group of hearty Cub Scouts,
 And leaders true and bold.
 The weather started getting rough,
 The tiny ship was tossed.
 If not for the courage of our Cubmaster,
 The whole pack would be lost.
 Our boat touched ground on a rocky isle
 And up walked a tall old man.
 He tossed a towel to dry us off,
 And raised high his right hand.

He said, "You're a sharp pack of Cub Scouts,
Your courage brave and sure,
To sail out on a sea like this
On a Scouting adventure."
He gave directions to get home.
We set sail with good cheer.
We reached home with the setting sun,
And tied up to the pier.
We looked in the bottom of the boat
And saw the old man's towel.
His name was stitched along the hem,
The name was Baden-Powell.

Skin Diver's Song

Longhorn Council

Tune: Sailing, Sailing

Diving, diving, into the deep blue sea,
And many a fish we've scared away
On that you will agree.
Diving, diving, into the ocean blue,
With flippers, and mask and oxygen gas
We'll have adventures true!

Popeye the Sailor Man

Santa Clara County Council

I'm Popeye, the sailor man.
I'm doing the best I can.
I eat all my spinach,
I fight to the finish.
I'm Popeye, the sailor man.

Jaws

Santa Clara County Council

Tune: Do Re Mi

JAWS a mouth, a great big mouth
TEETH the things that make a crunch
BITE the friendly shark's "Hello"
US his favorite juicy lunch
BLOOD that turns the ocean red
CHOMP oh what a tasty treat
GULP that means the shark's been fed
That will bring us back to
JAWS! JAWS! JAWS! JAWS!

CUB GRUB

Splish Spash Slushies

Longhorn Council

Ingredients –

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

Directions -

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 a dozen treats.

Dreamsicles

Longhorn Council

Ingredients –

- 1 6-oz can frozen juice
- 2 cups plain yogurt
- 1 tsp vanilla
- 1 envelope unflavored gelatin
- 1/2 cup very hot water
- 1 banana
- 10 strawberries
- 8 small paper cups
- 8 popsicle sticks

Directions –

1. Mix the yogurt, fruit juice and vanilla in a big bowl.
2. Dissolve gelatin in the hot water.
3. Add the gelatin to the vanilla, yogurt and fruit juice and stir.
4. Mash up the fruit and mix it in with the rest of the stuff.
5. Pour the mixture into eight small paper cups. Cover each cup with foil. Poke a popsicle stick through the center of the foil on each cup.
6. Freeze for 4 hours or until frozen hard.
7. Peel off paper cup and EAT!! 8 servings.

Quick Fruit Dip

Longhorn Council

This tastes good on a sunny day. And it's easy to make too.

Ingredients –

- 1 cup plain yogurt
- 2 Tbsp brown sugar
- Fruit (apple wedges, strawberries, grapes, banana slices, pineapple chunks)

Directions –

Mix the yogurt and sugar in a small bowl. Serve with any of the fruit above!

Cup O'Fish

Santa Clara County Council

Ingredients, Supplies:

Blue gelatin dessert, gummy fish, clear plastic cups

Directions:

Make the blue gelatin dessert according to the directions on the box.

Pour into clear plastic cups.

Let cool in refrigerator until partially set – about an hour.

When partially set, place a few gummy fish in each cup.

Put them in the refrigerator until they're completely set.

Eat and enjoy!

Tuna Boats

Santa Clara County Council

Ingredients, Supplies:

Rolls

Tuna salad (made to boys' taste)

Cheese slices

Toothpicks or uncooked spaghetti noodles for masts

Directions:

Hollow out top of roll.

Fill with tuna salad.

Cut cheese into triangles for sails;

put on toothpicks or spaghetti noodles and insert into rolls.

Ice Cream Sandwiches

Longhorn Council

Ingredients –

- 1 pint ice cream

12 large or 20 small cookies

Sprinkles

Directions –

1. Remove the ice cream from the freezer and put in the refrigerator for about 10 minutes, until it softens slightly.
2. While the ice cream softens, put the sprinkles on a piece of waxed paper.
3. Remove the ice cream from the refrigerator. Place a large scoop of ice cream on top of 6 large cookies (or 10 smaller cookies). Then press another cookie on top.
4. With a tablespoon, smooth the sides of the ice cream sandwich. Then roll the sides in the sprinkles.
5. Serve right away, or wrap the sandwiches individually in waxed paper or plastic bags and place them in the freezer until you're ready to serve them. Makes 6 to 10 sandwiches.

Sand Dollar Cookies

Longhorn Council

Ingredients –

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

Directions –

1. Put the butter and sugar in a mixer bowl.
2. have an adult use an electric mixer and beat them on medium speed until the sugar and butter blend together into a soft ball.
3. Break the egg into the batter.
4. Add the almond extract and salt. Mix until blended.
5. 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.
6. 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.*)
7. Shape the dough into a thick log and wrap it in a piece of plastic wrap. Refrigerate for 1 hour.
8. After the dough is chilled, place an oven rack in the center of the oven. Preheat the oven to 350.
9. Unwrap the dough on a cutting board.
10. Using a knife, carefully cut the log into 1/2-inch-thick slices.
11. Put the slices about 1 inch apart on the cookie sheet.
12. 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 hands before and afterward.)
13. Sprinkle the tops with the almonds.
14. Bake until the cookies are golden, about 10 minutes.
15. Cool on a cooling rack. Makes 36 cookies.

I am not sure why these are called sand Dollar Cookies – I don't see five marks being made in the cookies. Maybe someone from Longhorn Council can drop me a line. CD

STUNTS AND APPLAUSES

CHEERS

Baltimore Area Council

Popeye Cheer:

Divide audience into two parts -

1st group: Where's my spinach! Where's my spinach!

2nd group: Toot, toot! You're Popeye the sailor man!

Here's your spinach!

1st group: Well, blow me down, I love my spinach

2nd group: Toot, toot! You're Popeye the sailor man!

Seal Cheer: Extend arms, cross hands at the wrist and flap hands several times.

Steamboat Cheer:

Get group repeating "Chug-a- chug-chug,

Then reach up with your right hand and pull down.

Audience responds with "Toot, "Toot".

Leaky Faucet Cheer: Hold your index finger out, tip it up and down saying, "Drip, drip, drip!"

Be careful with this last one –

it could be taken negatively. CD

Longhorn Council

Surfboarders Cheer: Pretend to be riding a surfboard, run it onto the beach, jump off, spread arms wide, say "Success!"

Diver's Cheer: Same idea as **Surfboarders Cheer**, but jump off and say "Kersplash." "Perfect!"

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

Swimming: Pretend to swim using the breaststroke, clap hands together as you put your arms forward.

Big Rain Applause: Start tapping one finger from each hand. Build quickly one finger at a time until you are clapping both hands. Then reverse and have storm fade away.

Beach Cheer: Divide the audience into three groups. When you point to group one, they yell "Sand!" When you point to group two, they yell, "Surf!" When you point to group three, they yell, "Sun!"

Clam Clap: Fold hands together, interlocking fingers. Make noise by pressing palms together.

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

RIDDLES

Baltimore Area Council

Why didn't the man swim on an empty stomach'?

Because it is easier to swim on water

Where do ships go when they are ill?

To the "docks -

What part of a fish weighs the most?

The scales

What fish helps musicians?

A tuna fish

Circle Ten Council

- What fish would an actor like to be? Starfish
- What fish should wear a crown? Kingfish
- What fish might say, 'Bow wow'? Dogfish
- What fish can play in a band? Drumfish
- What fish might chase a mouse? Catfish
- What fish may be found on a boat? Sailfish
- What fish is the best fish of all? Angelfish
- What do sharks like to eat with peanut butter sandwiches? Jellyfish
- What kind of cat lives in the ocean? An octopus

RUN ONS

Longhorn Council

- Cub 1: Why do fish have schools?
- Cub 2: So the buoys and gulls can get an education.
- Cub 1: Do they have Scouts too?
- Cub 2: Sure Buoy Scouts and Gull Scouts.
- Cub 1: What do buoy scouts do?
- Cub 2: Make sure the coast is clear.
- Boy 1: Why do you keep doing the backstroke?
- Boy 2: I just had lunch and I don't want to swim on a full stomach.
- Cub 1: They say that swimming is one of the best exercises for keeping the body slim and trim.
- Cub 2: Yeah. Right!
- Cub 1: Why do you say that?
- Cub 2: Well, did you ever see a whale?
- Cub 1: What is the first thing the fisherman caught after running to the river?
- Cub 2: His breath!
- Cub 1: Do you know what sea monsters eat?
- Cub 2: Sure. Submarine sandwiches!
- Cub 1: What ship is always managed by more than one person?
- Cub 2: A partnership
- Cub 1: What do you call a baby whale?
- Cub 2: A little squirt.

Santa Clara County Council

- Scout 1: I've eaten beef all my life and now I'm as strong as an ox.
- Scout 2: That's funny. I've eaten fish all my life and I can't swim a stroke.
- What stays in bed most of the day and sometimes goes to the bank? *A stream.*
- Where can you find an ocean without water? *On a map.*
- What do sea monsters have for dinner? *Fish and ships.*
- What do you call a thing that sits on the bottom of the ocean and twitches? *A nervous wreck.*
- When is a ship like snow? *When it's a-drift.*
- What gets wetter the more it dries? *A towel.*
- What kind of lights did Noah's ark have? *Floodlights.*

- Where is the ocean the deepest? *On the bottom.*
- Did you hear about the pelican that switched from sardines to herring? *The smaller fish just didn't fill the bill.*
- What's a shark's favorite food? *A submarine sandwich.*

Circle Ten Council

- Boy: How many fish have you caught?
- Fisherman: None yet. But I've only been fishing for an hour.
- Boy: That's better than the man who was fishing here yesterday.
- Fisherman: How's it better?
- Boy: It took him five hours to do what you've done in just one!

STUNTS

Rowing

Baltimore Area Council

Four or more (*or less - CD*) people sneak up behind the speaker and set chairs down so that "the speaker can't see them." They then begin to go through the motions of casting a line and reeling it in. After a while the audience is watching what the group is doing and then the "speaker" looks over and asks, "What are you doing?" "We're fishing!" is the reply of the fishermen. after which they go back to their motions and the speaker resumes talking. After a short time the speaker looks over and says - "But you can't fish here!" "Why not?" asks another fisherman. "Because there's no water here!" (speaker) "Oh, well, they weren't biting anyway!" (fisherman) The fishermen then turn their chairs so that they are lined up in a single line, facing in the same direction. They go through the motions of putting their gear away, and then, acting as if they are rowing a boat, slide their chairs backwards across the stage.

SKITS

Man Fishing

Baltimore Area Council

A man was fishing and catching fish like crazy. Two men were watching him and wondering what his secret was. They asked him what his secret is and he, just mumbles. They keep watching him reel in the fish and they again ask him what his secret is and he just mumbles. They ask a third time. He spits something into his hand and answers "Keep the worms warm".

I've seen this done with a whole den/patrol asking the man one at a time. It is, also, good in the winter if they pretend they are ice fishing. CD

Facts of Water

Baltimore Area Council

- Cast:** Six Cub Scouts
- Equipment:** Buckets of water the Scouts can hold while speaking.
- Cub # 1** Did you know that watermelon isn't called that for nothing? It's 97% water.

- Cub # 2** Did you know that during a lifetime, you will drink about 16,000 gallons of water?
- Cub # 3** Did you know if all the valleys and mountains on land and on sea were leveled, water would cover the entire earth two miles deep?
- Cub # 4** Did you know that waterpower is no idle phrase? Water flowing at 10 miles an hour can move a rock 10 feet thick. Cub 5: Did you know that water helps regulate climate: It absorbs heat in summer and releases it in the winter.
- Cub # 5** Did you know that a birch tree releases about 70 gallons of water into the atmosphere each day, almost the amount person uses in his home each day?

The Fisherman
Baltimore Area Council

- Cast:** 2 Cubs
Setting: A fish market, customer and merchant
- Customer:** I want you to do me a favor.
Merchant: What is it Mr. Bigwig?
Customer: I just got back from a fishing trip.
Merchant: Did you catch anything?
Customer: No, and that's the catch. My wife said I wouldn't and I'm in the doghouse. I said I would catch six fish. Merchant: Well, how can I help you.
Customer: Let me have six of those medium size trout there.
Merchant: Wrap 'em up?
Customer: No, don't make a liar out of me. Pitch `em to me one at a time.
Merchant: Well, I don't understand but here goes. (Tosses the fish to the Customer) What was that for?
Customer: Very simple. I caught them, didn't I?
Merchant: (Grinning) You're right Mr. Bigwig. Good Luck. (Customer leaves)

Fishing
Baltimore Area Council

- Cast:** 2 Cubs
Setting: Two Cubs are rowing an imaginary boat
- Cub #1:** Whew! It sure is a long way out here.
Cub #2: Yep (*Puts hand to eyes*) I can't see the shore anymore. Ready to start fishing?
Cub #1: I think so. Looks like a good spot to me. (*Both ready imaginary rods, reels, hooks, worms, etc. and start fishing. Immediately they both start to catch fish, recast and catch more. Continue for several casts*)
Cub #2: I told you this would be a good spot.
Cub #1: Sure is, the boat's full. Guess we have our limit, better get back.
Cub #2: OK. (*Gets oars ready*)
Cub #1: Did you use a map to get here?
Cub #2: How are we ever gonna find our way back?
Cub #1: Oh, that's easy. I'll Just mark the spot with a big X right here on the side of the boat! (*Makes mark, both row away quickly*)

THE FISHING TRIP
Circle Ten Council

- Make a cardboard cutout of a boat and a sign that says "Boat Dock".
 The scene starts with the boat about 10 feet away from the boat dock.
 The Cub Scouts and their Den Chief are on their way to go fishing.
- Cub #1:** *Stops at the dock then walks out across the water and gets in the boat.*
Cub #2: Hey wait for me! (*He walks out to the boat.*)
Den Chief: Oh well... (*Steps into the water and pretends to fall in and drags himself out*)
Cub #3: Hey wait up. Here I come. (*Walks out to the boat.*)
Den Chief: (*Tries and fails again.*)
The sequence continues until all the boys are in the boat and only the Den Chief remains on shore.

SHIPS THAT PASS IN THE NIGHT
Circle Ten Council
This is great and will be in Commissioner Dave's Classics. Divide the parts up anyway you wish to use all your Cubs.
CD

- Cub # 1:** If the Pilgrims came over on the Mayflower, how did Cub Scouts get here?
Cub # 2: I don't know. How?
Cub # 1: On handy crafts (*Cub Scout enters with sign reading "Handicraft".*)
Cub # 2: If the Pilgrims came on the Mayflower and Cub Scouts came on handy crafts, how did doctor's get here?
Cub # 1: How?
Cub # 2: On blood vessels. (*Cub Scout dressed as doctor enters.*)
Cub # 3: How did students get here?
Cub # 4: I don't know. How?
Cub # 3: On scholarships (*Cub Scout enters wearing academic cap and gown.*)
Cub # 4: How did all the ordinary people get here?
Cub # 5: I'm stumped. How?
Cub # 4: On citizen ships, of course. (*Cub Scout enters carrying get-out-the-vote sign.*)
Cub # 5: And how did the barbers get here?
Cub # 6: I know! They came on clipper ships (*Cub Scout dressed as barber enters.*)
Cub # 7: How about movie stars?
Cub # 3: How?
Cub # 4: On the showboat. Some came on dreamboats, of course. (*Cub Scout dressed as song and dance man enters.*)
Cub # 5: And finally, how did all the hot heads get here?
All: On steamships, naturally. (*All face audience and bow.*)

CLOSING CEREMONIES
NET CLOSING
Santa Clara County Council

Form a net by clasping hands in any criss-cross design making sure everyone is caught in the net (part of the net). Boys shake each other's hand that they are holding and say "Do Your Best."

BEACH PARTY
Circle Ten Council

This can be done two ways –
First - Cubmaster carries a water squirter and a beach towel. Now he lays them down after wringing out some imaginary drops of water from the towel and proceeds to talk.
Or - Have Five cub Scouts dressed in beachwear and have each one say a part with appropriate pictures and actions .

Cubmaster - Well we've come to the end of another fun, fishy, delightful pack meeting. In planning a successful activity for Cub Scouts age boys, there are five essential ingredients to include:

- Cub # 3:** First is ACTION. Boys find it impossible to sit and do nothing. Action makes everything much easier. Today we had ACTION!
- Cub # 4:** Second is SOMETHING TO WATCH. Watching and helping celebrate another's accomplishments and hard work is one of the best ways to have fun watching
- Cub # 5:** Third is having SOMETHING TO TALK ABOUT. It's fun for Scouts to hear adults telling stories and fun for them to do things that are worth talking about later. I think we accomplished that today.
- Cub # 6:** Fourth is SOMETHING TO LAUGH AT. We all need to enjoy laughter, and sharing fun experiences is one of the best ways to do that. Did we succeed with laughter?
- Cub # 7:** Fifth is SOMETHING TO HELP WITH. Parents, leaders and family members are involved in helping Cub Scouts move along on their trail toward Bobcat, Wolf, Bear, Webelos, and Arrow of Light. But just in case you missed out on helping this week, we have one more chance -- after the retiring of the colors, you can all HELP with the cleanup!

Cubmaster's Minute

Baltimore Area Council

In this area, everything we do affects the Chesapeake Bay and its wildlife. We should remember that we have a lot to be grateful for. Not only Maryland's natural resources, but also our families, friends, and neighbors. Please remember this as we leave here tonight and we'll all be in a better world.

I am sure there most of us live near a body of water we could use in this minute. CD

LIFE IS LIKE A RIVER
Santa Clara County Council

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.

"WORK WHILE YOU WORK"
Santa Clara County Council

Tonight we've had a lot of fun at our "Fin Fun" pack meeting. Here's a thought to take home with you.

Work while you work, play while you play;
One thing at a time, that is the way.
All that you do, do with all your might;
Things done halfway are not done right.
Now Cub Scouts, go out and do your best!

MAKE A FEW WAVES
Santa Clara County Council

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.

WATER
Circle Ten Council

"We've had plenty of fun with water tonight, but as we leave, let's take a moment to remember what a precious resource water is, especially in the heat of the summer. We play in it, we bathe in it, and we drink it. We eat the fish that live in it. We use water to irrigate our crops and our lawns. Without water, our earth would be as lifeless as the moon. Let's all do our best this month to help conserve this great natural resource.

WEBELOS

**AQUANAUT
PHYSICAL SKILLS GROUP**

Most boys stall when it comes time to get wet in a bathtub. However, at the slightest hint of swimming or boating, be prepared to move to safety-out of the line of the stampede. The aquanaut badge will help Webelos Scouts learn to feel at home in the water while developing respect for the dangers that water holds.

Swimming is one of the best sports that a boy can be involved in. It is one of the few sports in which every muscle in the body is exercised. As Webelos leaders we have the responsibility to develop self-confidence in every boy in our Den. Through learning to swim, each boy will

gain a sense of achievement, as well as gaining a skill that may save his life some day.

The Aquanaut requirements are simple. They represent the most important of all Webelos requirements because life depends on them. Swimming is one of the skills that once learned, lasts a lifetime and provides excellent exercise. Some of your boys may know how to swim and others will need help in learning how. Read the pages on this activity in the Webelos Scout Book, then get your boys into the water as often as possible.

To help your boys feel at home in the water, get them to play some water games. If they have any fear of water, obtain the advice of a swimming instructor. The familiarity with water will normally lead to greater proficiency in water sports which is the aim of the requirements for this badge.

The Aquanaut badge is designed for Webelos Scouts that are good swimmers. Any Webelos Scout that is not a good swimmer deserves special attention by someone who can teach beginners. Before attempting to do any games for this badge, it is important that all boys be aware of the safety rules regarding swimming and boating. They should swim in a well-supervised area with permission from their parents.

One of the main points of this badge is to teach safety rules. These rules will be found at every Scout waterfront. The rules may not particularly impress a Webelos Scout this year at the pool where he swims daily, but next year at summer camp, their value will become apparent to him.

To use swimming pools in the cooler, off-season months, check with local YMCAs, YWCAs, and community schools.

Aquanaut Den Activities

Even though Aquanaut implies wet, there are a number of Den activities that can be done in a home or yard, and several requirements that can be accomplished "dry." Of course most of Aquanaut will have to be done in a pool or lake setting, so you should plan on doing it during the summer months, possibly combining it with a Webelos family campout, or a pool party.

- Basic water rescue methods REACH and THROW can be demonstrated in your own yard. Teach the boys all of the basic water rescue methods demonstrating REACH and THROW in your yard and ROW and GO later at a lake or pool.
- Have an experienced boater, or member of the Red Cross explain the rules of small boat safety at an indoor Den meeting or show a film.
- At the pool do the ROW and GO portions of basic water rescue? Best bet for the ROW is an inflatable raft. All underwater requirements are best left to the pool, because of underwater visibility and readily defined boundaries. If it is permissible, water volleyball is a very good game to play in a pool. Ball tag, on the other hand, should be avoided
- by Scouts because of the temptation to run and slip, as well as retrieving over the fence balls.

- At a lake do ROW and GO portions of basic water rescue. You can use a beat here for ROW, and can more readily demonstrate row• at handling using a real rowboat and dock. You will have to set up a safe swimming area in a lake, using the safe swim defense. Boys should be rated in ability and given buddies of equal ability if possible.
- Make a simple buddy board and have buddy tags for all the boys and insist that they be used each time they go swimming. Each boy is responsible for his buddy.
- Have someone, perhaps a Den Chief who knows how; demonstrate the use of mask, fins, and snorkel. Have boys take turns using the equipment or have them use their own. Start off with the tins and show them the difference in speed with and without them. Have them practice seeing into water with masks and learning to breathe. Next, the boys try the snorkel in shallow water before venturing out into deep water. The instructor should know how to clear the snorkel and mask of water in case it gets inside while underwater.

Pack Meeting

Webelos Demonstrations: Demonstrate basic water rescue methods with props, demonstrate small boat safety with inflatable raft, rescue breathing on a practice dummy.

Aquanaut Games

Life Preserver Throws (use in the yard): Throw a weight attached to a rope. Points are awarded for both distance and accuracy

Rowboat Relay (pool only): Row or paddle across a pool, using an inflatable raft. The only rule is that the boy must be "on" the raft to make progress.

Pool Volleyball (pool only): Stretch a rope across the pool and play volleyball. Use a large beach ball, which slows the game down, allowing players more time to reach the ball.

Rowboat Slalom (lake only): Lay out a slalom course in knee to waist deep water, using homemade floats. The race can be run as a relay, or best time for each boy.

Bobbing for Apples (Pool): Surely you've tried this at Halloween, but it's much more fun in the pool. The only difference is that the boy must grab onto the apple from underneath the water.

Horse and Rider (pool): Pair the boys off. Have the larger boys be the horses and the smaller boys be the riders. While in the pool, the boys that are the riders try to push and pull the others off the backs of their "horses." This can be played in teams.

Field Trips

- ✓ Scuba demonstrations can be arranged at a local dive shops and outfitters.
- ✓ Attend a show featuring a Rescue and Recovery Unit.

Cub Scout Sports

Participation for Swimming For requirement 7, the Webelos Scout must earn the Swimming belt loop **while he is a Webelos**. If a boy has earned the belt loop earlier as a Wolf or Bear, he must earn it again as a Webelos to meet this requirement.

Basic Water Rescue Methods

Simple rescue procedures an adult can carry out or a boy can use to save a person in trouble when no one else is around. The order of methods to choose is:

Reach - Throw - Row - Go

1. REACH with whatever is available or at hand. Stay onshore and reach out with a branch, a stick, or a pole. Then pull the victim to shore.
2. THROW a line, a buoy, a floating object to provide support. Takeoff your shirt, kneel down, hold one sleeve and throw out the other sleeve. Or take off your pants and tie one leg to a sleeve if you need a longer "line"
3. ROW when the victim is further out, use a boat to save him. In a rowboat, approach the victim with the stern of the boat. In a canoe, pull up so that he can grasp the side. (Kneel in the canoe).
4. GO if the first 3 steps can't be used as a last resort swim to the victim. Keeping your eyes on the victim, kick off your shoes and disrobe. Jump; do not dive, into the water. Carry your shirt or towel in your teeth. Keep your eyes on the victim. Swim out near enough to extend your towel or shirt to him and tow him in by it. If you have nothing to extend to him, approach him from behind and tow him to safety by his hair.
5. Don't allow the victim to latch onto you. Don't attempt a rescue beyond your swimming ability.

Let's make every Webelos Scout a swimmer!

PREVENTING ACCIDENTAL HOME POOL DROWNINGS

Circle Ten Council

1. FORMULATE AN EMERGENCY PLAN - Base the plan on your home surrounding and then practice various emergency situations.
2. PROVIDE ADEQUATE FENCING WITH A LATCHING GATE AROUND THE POOL AREA - Fence should be at least 5 feet. high with vertical or solid segments close enough so that children cannot climb over it.
3. THE GATE SHOULD BE SECURELY LOCKED WHEN POOL IS NOT IN USE!
4. AN ALARM SYSTEM IN THE POOL SHOULD BE CONSIDERED - Alarm sounds when someone falls in—remember to check the batteries on a regular basis.
5. TAKE A COURSE IN CPR AND WORK ON IMPROVING YOUR AQUATIC SKILLS
6. RESCUE EQUIPMENT SHOULD BE VISIBLY DISPLAYED ON THE POOL DECK - Keep basic equipment in good condition
7. POST EMERGENCY INSTRUCTIONS AND PHONE NUMBERS NEAR THE TELEPHONE - Be prepared when calling 911: Who? When? Where? How? Have victim's medical records handy if possible Know your family physician's name and phone number Post parent's work addresses and phone numbers
8. APPOINT AN EMERGENCY COVER-DOWN PERSON TO CARE FOR OTHER CHILDREN (two deep leadership)
9. REVIEW YOUR LIABILITY INSURANCE

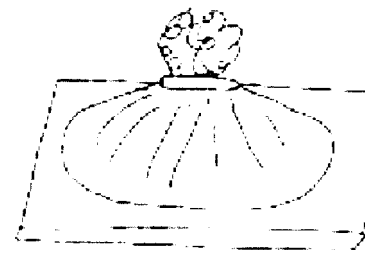
GEOLOGIST OUTDOORS GROUP

Baltimore Area Council

The Geologist activity badge is a fun and exciting time for the boys as they explore the outdoors for that perfect rock sample, explore what happens when you crush rocks or create a miniature volcano. The hands-on activities will encourage the boys to become budding rock hounds and explorers.

Make a Volcano

Materials: A small (one liter) plastic soda bottle, baking pan, dirt, one tablespoon baking soda, one cup of vinegar and red food coloring.



Place the soda bottle in the pan and shape dirt around the bottle to form the volcano, taking care not to get dirt near the bottle's opening.

Pour the tablespoon of baking soda into the bottle. Color the vinegar with the food coloring, pour into the bottle and watch what happens!

Baking soda reacting with the vinegar produces carbon dioxide gas. The gas builds up pressure and forces the liquid out of the top of the bottle, much like hot gases force the lava from a volcano.

Make a Geyser



Materials: A funnel, a large coffee can as tall as the funnel, and some plastic tubing about one yard long.

Directions:

Fill the can with water and set the funnel spout side up inside the can.

Place the end of the tubing under the rim of the funnel. Gently blow into the other end of the tubing. The air being blown into the funnel forces air bubbles up the stem of the funnel. As the air moves upward, it pushes water out the top.

Geysers are funnel-shaped cracks under the earth's surface. When water in the lower cracks is heated to boiling, bubbles of steam rise to the surface. The geyser

erupts when the rising steam bubbles force out the water trapped in the top.

Make an Earthquake

Put mud into a disposable cake pan. Let it dry. Now flex the pan at opposite sides. The cracked, shifted, jagged and broken pieces are an example of plate tectonics or the premise behind the formation of the continents.

To demonstrate the strength of an earthquake, fold a full sheet of newspaper seven or eight times. Now try to tear the newspaper apart. It doesn't take much effort to tear one sheet (or one layer of earth), but it takes a tremendous force to tear several layers.

Make Your Own Fossils

The shells and bones of many prehistoric animals have been preserved as casts and molds. To make your own fossil, you will need a small cardboard box, some clay, plaster and a small clam or other seashell.

First cover the bottom of the cardboard box with the modeling clay to the depth of one inch. The clay represents the soft mud found on the ancient sea floor.

Now press the shell firmly into the clay. Lift the shell out carefully so that a clear imprint remains. You now have produced the mold. Next, mix a small amount of plaster with water in a paper cup. Stir it with a wooden stick or spoon. When the plaster is the consistency of thick cream, fill the mold. After the plaster has thoroughly hardened, carefully remove it from the mold. You now have a cast of the original shell.

Compare the original shell with the plaster cast. Notice that even some of the most delicate markings on the shell have been preserved in the plaster.

This same technique is used in reconstructing the shells of long-dead animals. In addition, casts are especially useful in working with fossil footprints. When a track is filled with plaster, the resulting cast will clearly show the size and shape of the foot of the animal making the track.

Geology Quiz

True or False'?

1. The principal ore in the metal Silicon is Quartz.
2. Mountains are always made by overflowing lava.
3. Petrified wood is an unusual type of fossil.
4. A knife blade can easily scratch feldspar.
5. Sandstone is igneous rock made of cold magma.
6. Scientists record earthquakes on a Quakograph.

Answers: 1. T 2. F 3. T 4. F 5. F 6. F

Scoring: All 6 - Diamond 5 - Ruby 4 - Emerald 3 -

Sapphire 2 - Topaz 1 - Calcite 0 - Zirconium

Hardness Scale for Minerals

Geologists use a 1-10 system called Mohs' scale to estimate rock hardness. It works like this: A mineral will scratch anything that is as hard as or softer than itself. The chart below combines Mohs' scale with some around-the-house items that are about equal to the mineral hardness scale. You might want to collect these items for a hardness kit.

Hardness		Mineral	Scratcher These household items can be used to test for hardness
SOFT	1	Talc	Soft Lead Pencil
↓	2	Gypsum	Blackboard Chalk
	3	Calcite	Copper Penny
	4	Fluorite	Brass
	5	Apatite	Carpenter's Nail
	6	Orthoclase	Steel File
	7	Quartz	Flint Sandpaper
	8	Topaz	(None)
	9	Corundum	Emery Sandpaper
HARD	10	Diamonds	Carborundum Sandpaper

King of the Ore

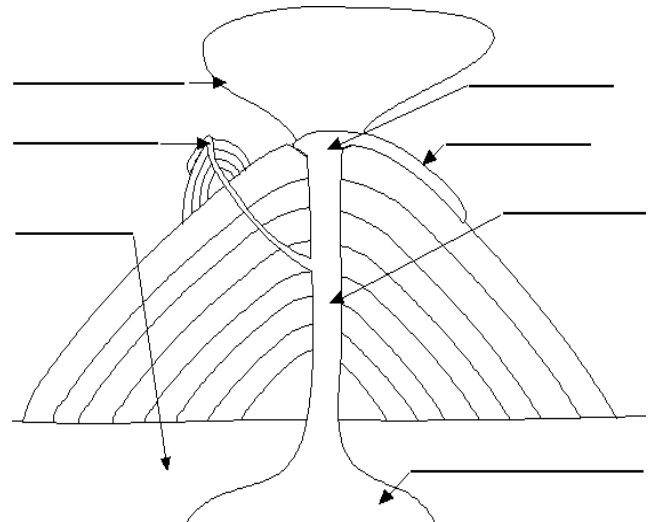
Baltimore Area Council

The boys stand in a circle. The game begins with the first boy naming something in the house that is made of an ore or metal and its use. If he is correct, he becomes King and can stand in the center of the circle. The next boy in the circle then tries to name something in the house made of ore or metal and its use. If he is correct, he can then stand in the center. If he is incorrect, play moves to the next boy in the circle. Play continues until everyone has had a chance to play.

VOLCANOES

By Barb Stephens

Circle Ten Council



Read the definitions, then label the diagram.

- ash cloud - the cloud of ash that forms in the air after some volcanic eruptions
- conduit - a passage through which magma (molten rock) flows in a volcano
- crust - the Earth's outermost, rocky layer
- lava - molten rock; usually comes out of erupting volcanoes
- magma chamber - contains magma (molten rock) deep within the Earth's crust
- side vent - a vent in the side of a volcano

vent - an opening in the Earth's surface through which volcanic materials erupt

LET'S GO ROCK COLLECTING

Circle Ten Council

Clothes, type of clothes you would wear hiking or hunting.
Collecting bag, a knapsack with pockets is ideal. Lunch size paper bags can be used to put individual specimens in. Also take newspaper to wrap rocks in first.

Field Notebooks and labels, Give each specimen a number and label it before you wrap it. In a small pocket notebook record: Name/ Location/ Date/ collector

Big and little hammers, An 8 x 10 pound sledgehammer and a 1 ½ to 2-pound hammer.

Chisels, One or more steel chisels (Wood chisels chip and dull too quickly)

Goggles and face shields, To protect face and eyes while hammering at rocks

Magnifiers, Hand lens or pocket magnifier

First Aid Kit

Compass

REMEMBER:

Ask for permission before going on private property
 Don't meddle with tools, machinery or domestic animals
 Leave gates as you found them
 Stay on roads, don't walk or drive over growing crops
 Take only what you will use for yourself or trading, leave something for others after you.
 Be courteous and considerate of the rights of others
 Listen to the leader.

POW WOW EXTRAVAGANZAS

Southern NJ Council

Catch a Dream

January 22, 2005

Lakeside School, Millville, NJ

Call Southern NJ Council, 856-327-1700, extension 32, or visit the website, www.snjscouting.org for more information

Occoneechee Council

Theme (Later)

November 13, 2004

Sanford, NC

Call Occoneechee Council, 800-662-7102, or visit the website, <http://www.occoneechee.org> for more information.
 Gary, the Pow Wow Chair has promised to keep informed as theme and other details are finalized.

I have no other Pow Wow notices. Please let me know as soon as your Council Calendars are released and I will start posting the 2004 – 2005 Pow Wows. CD

WEB SITES

No web sites this month.

I know I could have found a bunch, but we don't want them inside playing on the computer –

Get them outside having fun!!!